NI NO KUNI™ II
REVENANT KINGDOM

BY KBG GUIDES

COLLECTOR'S EDITION GUIDE



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A Kingdom-Sized Book!

Ni no Kuni II took us on a journey we won't soon forget. Its scope and interconnectedness made producing this guide a true challenge—the weight of this book is testament to the fact that we don't like to leave anything out—yet here is a game with 80+ bosses, 175 Side Quests, 50 skirmish battles, 100 Higgledies, 64 facilities each with multiple levels, and the list goes on. Even the combat has much more depth than is initially apparent.

The magic of the game lies in how well all these parts fit together and affect each other in surprising ways. Acquiring a new citizen will let you research new topics at whichever facility they're ideal for; this lets you make an item you need to complete a quest; the quest rewards you with a weapon that makes killing a particular Tainted Monster easier; eliminating the monster leads to recruiting a new citizen; and so the process continues and the kingdom keeps on growing. There are many ways to put the puzzle of Ni no Kuni II together, but we've tried to give each piece the attention it deserves, regardless of where it slots in to the game's magical tale of kingdoms and an ambition for fighting for.



Key Icon Legend

We often use icons from the game to make tables more immediate for reference purposes. If you ever need to know what an icon represents, you can refer to the legend here. For the full set of map icons, check out P.596.

- Element: Fire
- Element: Light
- Element: Water
- Element: Wind
- Element: Dark
- Affinity: Brutal
- Affinity: Beautiful
- Affinity: Reptilian
- Affinity: Natural
- Affinity: Slimy
- Affinity: Solid-Bodied

- Influence
- Kingsguilders (KG)
- Ranged
- Melee
- Magic
- Physical Defense
- Magical Defense
- War
- Ingenuity
- Spritecraft
- Conjury

- Restaurant
- Weapon Shop
- Inn
- Vendor

- Taskmaster
- Waystone
- Trip Door
- Higgledy Stone



About the Data in this Guide

As is always the case in the age of online updates, there's a chance that some of the data in this book will be rendered incorrect by a balance update in the future. Everything we've included is correct as of the game's first update, though, and since Ni no Kuni II is a single-player, story-driven game, major balance updates are not very likely to occur.

Unofficial Terms

There are elements of the combat in Ni no Kuni II that aren't explained or mentioned in the game, and as such don't have official terms. Since we couldn't go into detail on the combat without describing these elements, we've given them our own, unofficial names, listed here:

Charge Break Power (CBP)
Charged Attack
Stun
Knockdown
Stagger
Dash Shot
Higgledy Explosion

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Part 1 System Guide

As a king without a kingdom, Evan has a huge mountain ahead of him to climb. Can someone with no experience of battle, navigation, politics, or diplomacy really build their own kingdom from nothing? They can with the right help. This chapter will be your foundation of knowledge as you start out in the world of Ni no Kuni II.

Getting Started

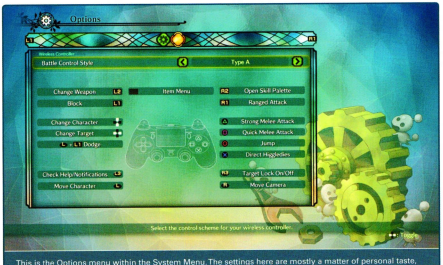
If you're not too familiar with how a game like Ni no Kuni II works and need some guidance on how to begin with it then this is the section for you. Here we explain saving and loading, the various elements of the user interface, and what leveling up characters means, among other things.

The Basics

This short section covers the most basic things you need to know when you're new to Ni no Kuni II. We'll cover the system and control options, along with a few other key features.

The System Menu

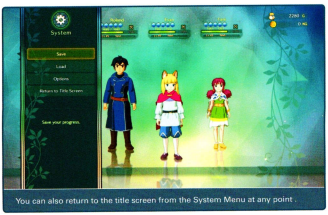
The System Menu is where you'll save and load your game, and where you'll find system-level options such as camera controls and language settings. You can access this menu either from the game's title screen or by pressing the OPTIONS button on the Main Menu. The Options menu it leads to has two pages, the first of which allows you to change the following settings:



This is the Options menu within the System Menu. The settings here are mostly a matter of personal taste, though the 4K and HDR options won't be available unless the game detects a suitable display.

Settings	
Setting	Options
Move Camera Up/Down	Normal/Reversed
Move Camera Left/Right	Normal/Reversed
Vibration Function	On/Off
Camera Movement Speed	Slider
Vertical Auto-Camera when Moving	On/Off
Hrzntl. Auto-Camera when Moving	On/Off
Music Volume	Slider
Sound Effect Volume	Slider
Voice Volume	Slider
Voice Language	English or Japanese
Voiced Event Subtitles	On/Off
Mini-Map Rotation	On/Off
4K Mode	On/Off
HDR Mode	On/Off

The second page details the two control layouts, Style A and Style B, and allows you to choose between them. A is the default, and will be most comfortable for the majority of players. The primary benefit of Style B is that it allows you to block and dodge using different buttons, which means you won't need to stop moving in order to block. The trade-off for this is that directing Higglesties and switching characters is a little less simple, and can take some getting used to.

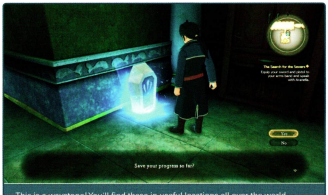


You can also return to the title screen from the System Menu at any point .

Saving & Loading

Saving in Ni no Kuni II can be done either from the System Menu when in a safe area such as a town, at any time when you're not in combat on the world map, or by using a waystone when in a potentially dangerous area. Waystones are dotted around the world in convenient spots, and are generally not hidden or in out-of-the-way places. Pressing Ⓧ when touching a waystone will replenish the party's HP and MP, and give you the option to save the game. You can either use a new slot or save over an existing one, and there are 32 save slots in total.

The game also has an autosave system. It's not recommended that you leave your fate entirely in autosave's hands, especially as a waystone is rarely far off, but it can be useful when you lose against a boss, as it allows you to retry the battle straight away.



This is a waystone! You'll find these in useful locations all over the world.

Wisdom of the Kingmaker

How do! I'm Lofty! Youell meet me properly in Chapter 2, but they've asked me to give you a few pointers even before then. Lucky old you! Tip Number One: Hold Ⓐ durin' a cutscene to skip it. Youell only want to do this if you've seen the scene in question before though, mind—they're proper lovely, most of 'em. In fact, some of 'em are so lovely you won't be able to skip 'em. But then you won't want to, neither!

Leveling up

As you defeat enemies and complete quests you'll acquire Experience (EXP), and every time you earn enough to fill the EXP gauge (located beneath your HP gauge), you'll gain a level. Leveling up increases all of your character's base stats, making them a little more powerful. Over time, as you gain more and more levels, they'll grow much stronger each time and be able to fight much stronger monsters as a result. At certain levels you'll unlock powerful new Abilities that you can equip and use; see the "Combat" section later in this chapter for more on this. Each level gained from 1-50 also brings with it one Battle Point to spend on the Tactic Tweaker.

Basic Character Parameters

Each character's overall performance in battle is influenced by five main parameters: Melee attack, Ranged attack, Magical attack, Physical defense, and Magical defense. All parameters automatically increase by set amounts every time a character levels up (with different characters having different growth rates), but the quickest way to raise these values is to equip better gear. You can keep track of each party member's current parameters by looking at the bottom right portion of the equipment & skills menu; the numerical values displayed there represent the sum total of a character's natural parameters combined with the boost provided by the gear currently equipped. Parameters can also be permanently increased by eating several types of stat-boosting candies that you'll occasionally come across during your journey; visit P661 for more details!

Melee Attack Strength

This parameter governs the amount of damage dealt when attacking with melee weapons, and is primarily increased by equipping stronger swords, spears, or hammers; Melee attack strength also influences the damage dealt by certain skills.

Ranged Attack Strength

Ranged attack strength determines a character's capacity to deal damage when using firearms, bows, or wands and can be raised by equipping better versions of these weapons; this parameter also has an impact on the effectiveness of some ranged Abilities.

Magical Attack Strength

Raising your Magical attack strength allows you to increase the effectiveness of nearly every single spell that can be learned during this adventure. Each individual melee and ranged weapon provides an increase to this parameter, but some are better-suited to this task than others; pay attention to a weapon's Magical attack strength when deciding which ones to equip on your spellcasting characters!

Physical Defense

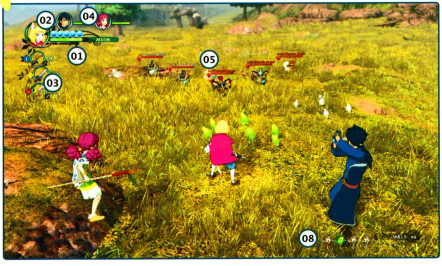
Your Physical defense influences how much damage you receive when struck by melee or ranged attacks, so raising this parameter is quite important. Keep in mind that a high Physical defense can be circumvented by magical damage, however; equipping armor that raises this parameter is a safe bet in most instances but won't help against all types of attacks!

Magical Defense

You'll want to focus on raising Magical defense to reduce the damage dealt by magical attacks; the vast majority of enemy attacks that don't make use of weapons or blunt force to cause damage are considered magical in nature—equip armor that raises this parameter when facing foes who prioritize the use of spells and elemental projectiles.

The Game Screen

Ni no Kuni II features a vivid, exciting game screen overlay that is home to a lot of information, especially in the heat of battle. We'll run down each element here and make clear what it represents.



01 Health

Your current HP is shown at the top left of the screen as a green gauge. When this gauge is fully depleted your character dies. If another party member is still alive you'll automatically switch to controlling them instead. If all three party members die, it's game over.

02 MP

This set of five blue gems just above the HP gauge represents your MP, which is needed to use skills and Ranged attacks. It will increase when you successfully attack an enemy.

03 The Zing Gauge

The Zing gauge appears when in battle or in dangerous areas. You'll see a percentage value for each weapon you have equipped, and when the value reaches 100% any skills you use will be their enhanced versions, which are usually more powerful and have different properties.

04 Party Members

You'll see the face and HP gauge of your other two party members at the top left of the screen. During battle you can press ↑ or ↓ to switch between them.

05 Enemy Information

In battle, each enemy's HP appears as a thin gauge above them, which is orange when full. Above that you'll see the enemy's name and level, and to the left of it you'll see their Affinity icon.

06 Damage Indicators

When you get hit in battle, or when you hit an enemy, the damage that was inflicted will appear in numerical form. These numbers will be red if you or your party members take damage, white when enemies take damage, and yellow when you land a critical hit or deal elemental damage. When a party member or an enemy is healed, the amount of HP regained is shown in green.

07 Loot Ticker

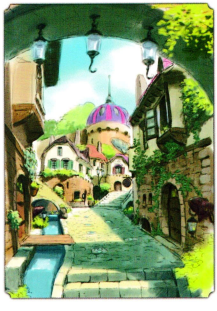
On the bottom left you'll see the names and icons of any loot items you pick up. These will fade away after a couple of seconds.

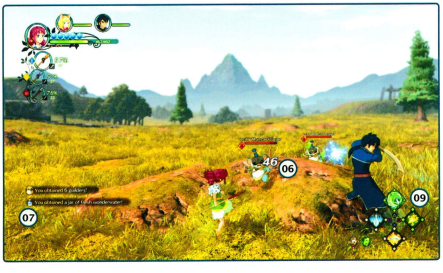
08 Higgledies

The Higgledy icons at the bottom right show which Higgledies are helping you in battle, and the number below them shows how many followers each one has.

09 Skills

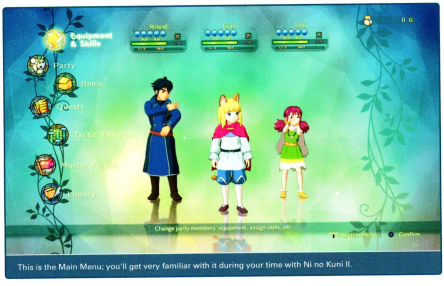
Holding R2 will cause your equipped skills to appear on the bottom right of the screen. The button each one is assigned to is also shown, and pressing △, ○, ✕, or □ while still holding R2 will unleash the corresponding ability or spell.





Main Menu

Pressing the touch pad outside of battles brings up the Main Menu, which consists of seven submenus. Not all of these are available straight away; some of them will unlock as you progress through the game and gain access to new features.



This is the Main Menu; you'll get very familiar with it during your time with Ni no Kuni II.

Equipment & skills

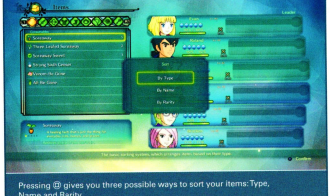
As the name implies, this is where you'll manage your party's equipment and skills. You can select which character to manage by pressing L2 and R2. With your desired character selected, pressing L1 or R1 moves between managing weapons, equipment, and skills. Within each of these categories you'll be able to equip and unequip weapons and armor or swap them between characters.

Party

The Party menu is where you'll select which party members will take part in battles. The top three characters shown here are your battle party, while the lower three are the reserve members. The character in the top spot is the one that you'll be in control of at the start of battles. The lower three are reserve characters and will not take part in battles; they will still earn EXP, but slightly less than those who do participate in battles. Once you've acquired some Higgledy Heroes on your journey, you'll also be able to assign them to your active squad from this menu.

Items

Here you'll find all of the items and equipment you're carrying, sorted into convenient categories. L1 and R1 cycle between these categories, and within each one you'll see a complete list of everything you own that fits into that category. If you've picked up a new item and you're not sure what it's for, this is the place to come to inspect it for clues.



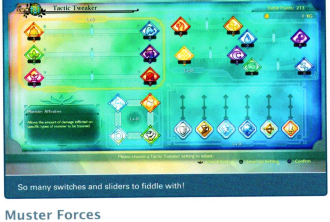
Pressing ⓐ gives you three possible ways to sort your items: Type, Name and Rarity.

Quests

This menu contains logs of all your current and completed quests, including Main Story Quests, Side Quests, and Errands. It's also here that you can select which of your available quests you want to set as the active one. Setting your active quest is important, as this is the one you'll be directed to on the map.

Tactic Tweaker

The Tactic Tweaker is unlocked in Chapter 2 and has its own page in the Main Menu from then onward. It's a powerful tool for augmenting various parameters related to combat, and is covered in detail later in this chapter.



So many switches and sliders to fiddle with!

Muster Forces

This is where you set your party up for skirmishes. You can assign Skirmish units to Ⓑ, Ⓐ, Ⓧ, or Ⓨ, and this screen shows you the details of each one currently assigned. Selecting a Skirmish unit brings up the unit list, from which you can choose to replace them with any other unit you've recruited.

Library

The Library is where various information gathered over the course of your adventure can be accessed. It tracks your collections of higgledies and citizens, and any tainted monsters you've encountered, making it a valuable mini-encyclopedia.

Library

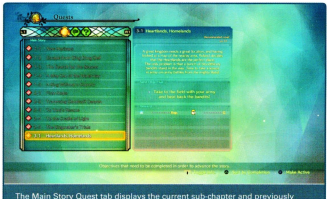
Icon	Name	Description
	Higgledy Almanac	A numbered list that tracks every Higgledy you acquire and provides information about each of them.
	Citizen Almanac	A numbered list that tracks every citizen you've recruited.
	Tainted Monsters	A list of all Tainted Monsters in the game. A number of entries will already be filled in to give you a taste of what to expect, others will only be added when you encounter the beast. The list also tracks which ones you've defeated, and the rewards they give.
	Leafbook	Leafbook is a network that keeps the citizens of the world connected, and allows them to share stories, news, and knowledge.
	Vital Statistics	Here you'll find statistics covering your time playing Ni no Kuni II and the many, many actions you've taken along the way.
	Help	Collects all tutorials you've come across, in case you ever need to be refreshed about something.

Game Flow

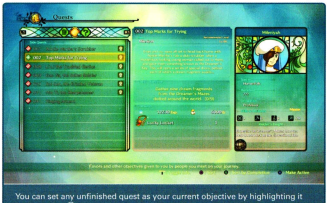
At its core, Ni no Kuni II is a story-driven role-playing game with a focus on exploration, loot, and character and party-based progression; you'll be collecting items and defeating monsters in order to make your characters stronger and more able to achieve their goals. This section explores the various parts that make up Ni no Kuni II and explains what each of them involves.

Quests

There are a wide variety of different quests and activities to complete in Ni no Kuni II. Here we'll describe the differences between each type and explain how they fit into the game's overall flow and how they'll reward you.



The Main Story Quest tab displays the current sub-chapter and previously completed ones.



You can set any unfinished quest as your current objective by highlighting it and pressing Ⓐ.

Main Story

The game's Main Story is split into chapters, each of which is divided further into sub-chapters, which act as your main quests. You'll get no rewards for completing sub-chapters, but they are essential to progressing through the game. These sub-chapters push the Main Story forward; generally, you're free to go and complete side activities between sub-chapters, but at certain points in the story, this won't be possible.

Side Quests

Side Quests are optional activities that usually involve helping the inhabitants of Ni no Kuni's world. Talking to people you meet in towns is the most frequent way to acquire a new Side Quest, and completing them often rewards you with that person becoming a citizen of Evan's kingdom. There are points in the story when a certain number of citizens are required in order to progress, so completing at least a few of these is mandatory. Side Quests can also reward you with EXP, Guilders, and items, sometimes even important items that are necessary to continue a quest.

Errands

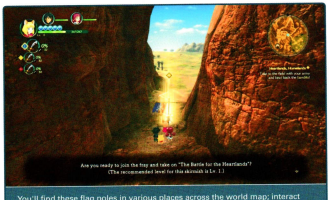
Errands are the shortest and simplest Quest type, usually involving gathering required items or killing particular monsters. To take on an Errand you'll need to track down the Swift Solutions Taskmaster. From Chapter 4-4 onward he'll set himself up in the game's major towns and maintain a list of tasks that need doing. Always aim to have some Errands active while you're out exploring, so you can complete them as background tasks while you're busy with other things. The Taskmaster can help you scout new citizens, and sells materials useful for leveling up equipment or completing quests, so it's well worth having some of the Swift Solutions currency, Tokens of Gratitude, to spare.



The Taskmaster is a unique looking-fellow and his location is marked on the town map, so locating him is quite easy.

Skirmishes

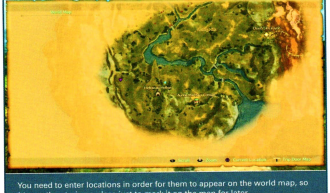
Some disputes can only be settled by pitting one army against another. Skirmishes involve exactly that, and take place on the world map. Each one is unique, and there are a whole set of units and tactics to get familiar with. Most are just optional, fun activities and don't reward you with anything essential, so you don't need to get too deeply into them unless you want to. If you're someone who wants to, however, then check out the Skirmishes chapter, starting on P.416.



You'll find these flag poles in various places across the world map; interact with them to participate in a Skirmish Battle.

Exploring & Navigating

Exploration is an essential element of Ni No Kuni II, and there are a host of different ways to make your way around the world. This section covers all of these and aims to get you familiar with all of the elements relating to them.



You need to enter locations in order for them to appear on the world map, so it's worth entering a place just to mark it on the map for later.

The Map Screen

Pressing the OPTIONS button at any time will bring up the map screen. When you're on the world map navigating between locations, this screen will show the world map (or at least the parts of it you've uncovered so far). While on the world map you can adjust the zoom levels to either see more of your surroundings, or close in to get a better view of things nearby. If you're in a town or dungeon then the map of that area will be shown. Pressing the OPTIONS button again while on the map screen will bring up the trip door map, which allows you to teleport to trip doors you've activated.

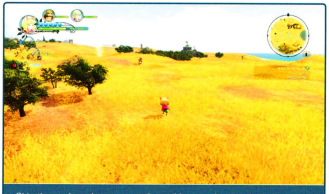
Trip Doors

Trip doors are magic portals that let you instantly travel to distant locations. Whenever you come across a trip door you'll need to activate it by pressing ⊗. From then on it will appear on your trip door map for you to instantly travel to. Some areas have multiple trip doors to activate, so you can choose which specific one to use to get closest to your desired destination.

The Mini-Map

The mini-map appears at the top right of the screen, and makes navigating the game's world much easier. It lets you see what's in your surrounding area without having to call up the map screen. When

you have a Quest active, an arrow on the mini-map will point you in the correct direction for your current Objective. This arrow will be gold for Main Story Quests, and blue for Side Quests and Errands. The objective marker will appear instead of the arrow when you get close enough to your objective.



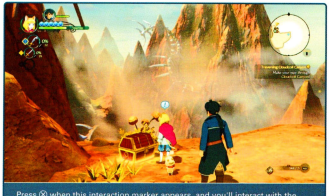
Objective markers also appear on the world map and on location maps, so navigating to your current active objective should never be too difficult.

Wisdom of the Kingmaker

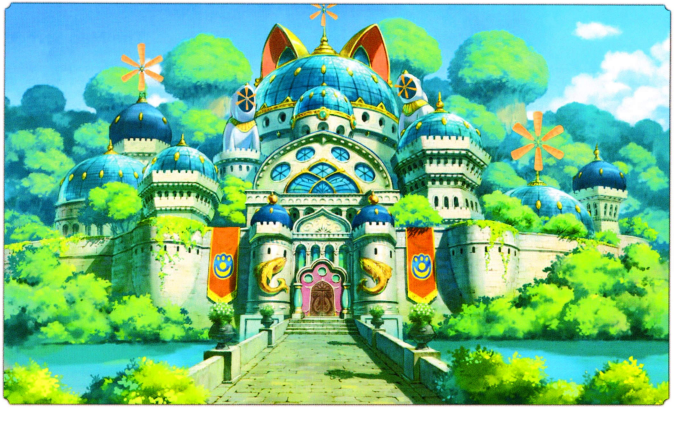
Oi, over by yur! Listen, I don't want to go spoilin' nothin', but we en't gonna be travelin' round on foot forever. We'll never make it over to that massive continent out east otherwise! Nah, we'll be needin' a ship or a flyin' machine of some kind—or better yet, both! No self-respectin' globetrotter can be without one or the other!

Interaction Points

Any time there's something in the environment that you can interact with you'll see a small prompt appear above your character's head. Interactions include opening treasure chests and talking to people, among plenty of other things. When talking to people, a beige prompt indicates regular conversation, while a blue prompt indicates quest-related dialogue. Pressing Ⓧ will begin the interaction in all cases, and if you really want to get the most out of Ni no Kuni II's world then you should interact with anything and everyone you can.

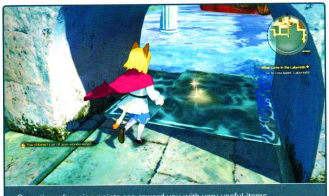


Press Ⓧ when this interaction marker appears, and you'll interact with the person or object in front of you.



Foraging Points

You'll often see little golden glitterings on the ground when you're out exploring. These are known as foraging points; simply touch them to extract whatever items they may contain. Their contents are usually materials or consumables related to the area you're in, but occasionally something a little more rare may show up. Foraging points on the world map will refresh after every battle, while in other locations they'll refresh only after you re-enter the area. There are also some kingdom research topics that can increase the rarity of the items that they contain. These are worth investing in due to the sheer abundance of foraging points in the world.



Sometimes foraging points can reward you with very useful items.

Treasure Chests

Unlike foraging points, you'll need to inspect treasure chests with the ⊗ button in order to extract their often incredibly-useful contents. Chests can be found almost anywhere, from the world map to the most out-of-the-way caves, and they usually contain items or equipment that are a cut above what you'll get from that area's foraging points. There are two different types of chest: red and blue. The only difference is that blue chests are locked, and they require the Spring Lock spell in order to open them.



Wisdom of the Kingmaker

Once in a while youell come across objects that break when you batter 'em. Might sound like violence for its own sake, but it can sometimes snag you a soothing green orb or two, so it's well worth havin' a wallop—especially if you've researched a certain special vandalism-related topic back home in Evermore! Smashin', it is!

Non-Battle Spells

Sometimes you'll reach a dead end exactly where you most need to proceed. In these cases, there's often a spell that can help, be it by generating lift by spinning a certain plant or creating a bridge out of nothing. These special environmental spells can be learned through research at Evermore Spellworks, and some of them are mandatory in order to proceed through the Main Story. They also allow you to access many areas that are entirely optional, so if you want to fully explore the world then you'll need to research all of these spells.



These small plants are just waiting to be animated by the right spell...



...and they'll lead to inaccessible areas once the spell is cast.

Towns

There are a handful of main towns in Ni no Kuni II, each one bustling with trade and gossip. Once you gain full access to a town you can expect to pick up a lot of Side Quests by talking to the people on the streets and in the local establishments. Listen attentively to their problems and you'll almost certainly learn something new about the world in exchange. Pay attention to the color of the interaction prompt above each person's head; if it's white you'll just get some gossip from them, but if it's blue then there's a Side Quest in the offing. You'll also find Vendors, Inns, and the Swift Solutions Taskmaster in most towns.

The Kingdom of Evermore

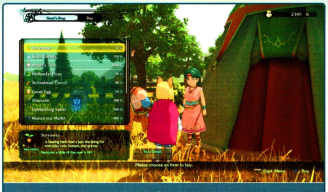
After reaching a certain point in the story Evan will establish his own kingdom. Managing this kingdom forms a large part of the game and is not something that you should ignore. It will provide access to new items and equipment and any time you spend growing your kingdom will certainly pay dividends later on. Since it's such a large and complex part of Ni no Kuni II we've given it its own chapter, starting on P.88.

Shops

Shopkeepers line the streets of Ni no Kuni II's towns and villages, and offer all sorts of goods in exchange for Guilders. They will often sell items that you need in order to fulfill quest objectives and they're great for refilling on curatives, so it's worth getting familiar with their stock. The gear they sell can also be useful, especially if you haven't been leveling up the relevant facilities in your kingdom.

Inns

Inns are another staple feature of large towns. They let you rest for the night in exchange for Guilders, and this makes for a convenient way of refilling your party's HP and MP; when you're far from a waystone and your party isn't in great shape this is a trade well worth making. You don't actually lose any time by resting at an Inn, so don't let that put you off!



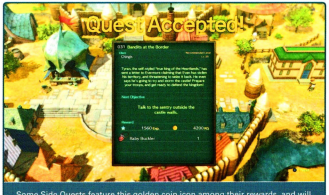
Don't underestimate the usefulness of vendors when it comes to stocking up on curatives.

Items & Loot

This section covers the many ways that you'll acquire and manage items and currency during your adventure. Acquiring loot from monsters that you kill forms a large part of the fun, and is essential for upgrading your equipment so that you can take on even stronger monsters.

Guilders

The main currency of the world is Guilders, and you'll be needing plenty of these. You'll acquire them by completing activities and killing monsters. They're used for everything from buying food and items from vendors to acquiring new spells and Higgledies in your kingdom. Because Guilders are used for so many different things it's important to pick up every item and touch every foraging point as you explore, so that you always have some money in reserve.



Some Side Quests feature this golden coin icon among their rewards, and will always reward you with some sparkly Kingsguilders.

Kingsguilders

Kingsguilders (KG) are the unique currency of Evermore, Evan's fledgling kingdom. They are mostly used for building and upgrading facilities and conducting research within them, all of which leads to new items, equipment, and spells, and ultimately to more Kingsguilders. Once you have some Influence, you'll accumulate KG in your coffers passively over time. While the amount of KG you can carry is infinite, your kingdom's coffers are limited in size, so you'll need to return often to ensure that none go to waste. You can also spend Kingsguilders to gain advantages in Skirmishes while on the Bolster Forces menu, and can acquire them from Side Quests that feature the kingdom icon.

Inventory Management

While you can carry as many consumables, important items, and materials as you like, you can only keep hold of a maximum of 300 items in each equipment category. This means it's important to sell old or duplicate weapons and armor that you aren't using, so that you always have enough room to pick up new equipment. To avoid selling favorite items by accident, you can lock them by pressing the OPTIONS button on the Items screen. If you've neglected managing your inventory and come across a piece of equipment that you cannot pickup, fear not; while in the Items menu you can also make space by choosing to drop an item.

Item Rarity and Quality

The color of a piece of equipment's name indicates its quality, which in turn tells you how effective it is—the higher its quality, the better its stats. There are 25 levels of quality, and they relate to the text color according to the scale shown here. You can see the quality number on the bottom left of the equipment's description.

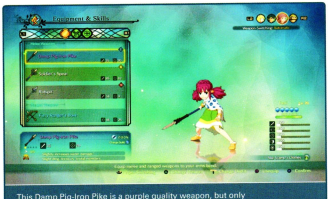
Rarity Scale

1	2	3	4	5
★	★★	★★★	★★★★	★★★★★

Quality Scale

White	Blue	Red	Purple
1-4	5-9	10-14	15-25

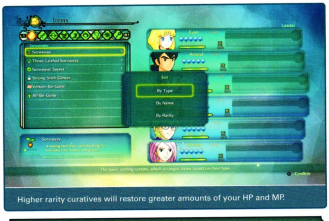
Items also have a rarity value, separate from their quality; it's a rating from 1 to 5, represented on the Items page by a sequence of yellow stars just below an item's icon. This rating affects how likely it is for the item to drop from a defeated monster or a foraging point. For equipment, it also has an impact on how strong it can be, since the higher the rarity, the more you'll gain from upgrading it.



This Damp Pig-Iron Pike is a purple quality weapon, but only has a rarity value of 1, which limits its potential strength.

Loot from Enemies

After killing an enemy you can be almost certain that some amount of loot will drop on the ground where they died. Loot from enemies killed during world map encounters will appear on the world map after completing the fight, so you don't need to run around trying to grab it all quickly. Equipment loot helpfully appears in different color floating chests according to its quality, so it's easy to see when a potentially good item has dropped. Since you'll often pick up quite a few items at once, there's a handy loot ticker on the bottom left of the screen that lists everything you acquired. Loot can only be picked up by the character you are controlling, so you never have to worry about other party members picking up unwanted items. Only 256 items can ever be on the map at any given time, however. Once you go past that amount the oldest ones will disappear, and if you use a trip door or exit the area, all items will disappear; make sure to pick up everything after each battle to avoid running into this issue.



Higher rarity curatives will restore greater amounts of your HP and MP.

Completed Game Save

Many RPGs have a New Game + mode after finishing the adventure once, and Ni no Kuni II has its own take on this. Once you've finished the Main Story you'll have the chance to make a completed game save file, which resets the world to a point before the very end of the story, allowing you to complete any activities that you may have missed. It also unlocks some new bonus content, such as Side Quests and research topics. Check out the Library Chapter for more on this, but beware of spoilers!



Basic Combat

Here we'll take you through all of the elements that make up combat in Ni no Kuni II. Understanding each of these aspects on its own will make combat as a whole much more enjoyable, especially since some work in far more straightforward manners than others.





If you're four or more levels higher than an enemy it simply won't bother chasing you, which makes returning to early areas much easier.

Field Encounters

When you're exploring the world map you'll see all of the enemies that inhabit the area. Coming into contact with one of these enemies will begin a battle. If the enemy approaches you from behind and begins the battle, it will be considered a surprise attack. The major drawback of a surprise attack is that all of your Zing gauges will be reset to 0%. Since enemies can move faster than you, it can be hard to escape their reach once they begin chasing you. This means it's usually best to simply engage them head on, to avoid a surprise attack occurring.

Dungeon Encounters

Unlike field encounters, even if you're well above the enemy's level in dungeons, they'll still engage you once they see you. You can try to sneak around groups of enemies; they won't engage you until they see you, but once you get too close to them they'll attack even if you're behind them. Don't worry if a battle leaves you with a sliver of health; after each battle ends you'll regenerate health up to 30% of your maximum.

Healing in Battle

Once in battle your only guaranteed way to heal is to either use a skill with healing properties or press the touch pad to pause the action and open the consumables Menu. From this menu you can use any of the consumables you have at hand to heal you, restore some MP, or get rid of a status ailment. You can even revive fallen party members if you have the right item for the job. Should you find yourself in need of a quick snack to get a buff during combat, you can also access your Food items via this menu. Regardless of how many consumables you have in your inventory, you can only access a limited number of them during battle; here we'll list all of the regular consumables that you can use as well as the maximum amount of each that you can access.

Consumable Items

Icon	Name	Amont
	Soreaway	10
	Three-Leafed Soreaway	8
	Four-Leafed Soreaway	5
	Sovereign Soreaway	3
	Soreaway Sweet	5
	Sovereign Soreaway Sweet	2
	Sixth Censer	10
	Strong Sixth Cleanser	5
	Superior Sixth Censer	3
	Supreme Sixth Censer	1
	Sage's Secret	5
	Great Sage's Secret	3
	Wizard King's Secret	1
	Angel's Tear	5
	Savior's Tear	3
	Phoenix Tear	1
	Venom-Be-Gone	5
	Sleep-Be-Gone	5
	Chill-Be-Gone	5
	Hush-Be-Gone	5
	Confusion-Be-Gone	5
	All-Be-Gone	3
	One-And-All-Be-Gone	2

The Battle Area

When you enter a battle on the world map you'll be taken to the battle area, with the enemy directly in front of you. Once in battle, the area is restricted to a fairly large circular area, and if you reach the edge of that area a blue circle will appear on the ground to show that you cannot move any further away. Main Story boss battles are exceptions to this, as their battle areas are usually defined by the environment in which you fight them.

Fleeing Battle

It's possible to escape battles by running against the edge of the boundary circle for five seconds, but doing so runs the risk of being attacked from behind. If you only have one character left alive then you should make sure you can take at least one hit before attempting to run away. Fleeing Main Story boss battles isn't possible.

Monster Affinities

A color-coded icon next to most monsters' health gauges indicates their Affinity. There are six Affinities in total, and monsters can't have multiple Affinities; they only ever have one of the six. Major story bosses don't display this icon, but they do have Affinities. Once you know it, you can take advantage of a monster's Affinity by using the Tactic Tweaker. The extra damage this provides can be helpful against particularly difficult enemies.



Elements

In addition to Affinities, monsters also have alignments towards the following five elements: Fire, Water, Wind, Light, and Dark. Most monsters are weak against at least one element, and are also more resistant to at least one. In the Almanac of Monsters chapter (starting on P.474) you'll find charts that display these strengths and weaknesses. You can take advantage of a weakness by using an attack based on that element. You'll know when you're doing this, because you'll always see yellow damage numbers appear when you hit the enemy. Conversely, you'll want to protect yourself against the element that the enemy's attacks are based on by equipping armor of that same element, or adjusting the Tactic Tweaker accordingly.





The yellow numbers make it a little more obvious that you're dealing bonus elemental damage.

Blocking & evading

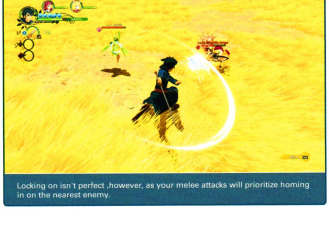
Pressing L1 will make your character block, unless you're moving or have changed to Battle Control Type B. Blocking only reduces the damage you'll take from an enemy's attack by 50%, so you'll need to ensure that you always have enough HP to survive. You can further reduce the amount of damage you take when blocking using the Tactic Tweaker's Durability setting. Blocking heavy attacks can still result in being knocked down, so it's better to evade these whenever you can. Evading provides you with a very short period of invulnerability, and again, it's possible to increase this duration using the Tactic Tweaker.



Time your block just before an attack for a perfect block, which will reduce 90% of its damage!

Locking onto Enemies

Click R3 to lock-on, and then you can use ⇦ and ⇨ to switch targets. This allows you to highlight priority targets to ensure you hit them with single-target skills. It's also good for targeting airborne enemies to guarantee your aim with ranged attacks; try to use it often against these enemies.



Locking on isn't perfect ,however, as your melee attacks will prioritize homing in on the nearest enemy.

Melee Attacks

There are two different types of melee attacks in Ni no Kuni II: light attacks and heavy attacks. As a general rule, light attacks are used for building up MP and heavy attacks are best for staggering enemies and controlling the flow of battle. You can chain sequences of attacks together into combos, with different combinations of light and heavy attacks leading to different attack strings. For more on attack strings, please refer to the Advanced Combat section starting on P.40.



Every character has their own unique set of moves, even if they use the same weapon types.

Jumping Attacks

Against airborne enemies, the ability to jump and then use melee attacks in the air is very useful. They will usually knock aerial enemies out of the air, allowing you to continue with further attacks back on solid ground.

Dash Attacks

Pressing either melee attack button while moving will result in a dash attack in the direction you were heading. These are different to your standard melee attacks and always include some forward movement. Each character has their own unique versions of these attacks, and they are best used as your gap-closing attacks, when you want to quickly head towards an enemy to engage it.



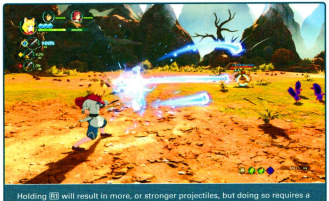
Dash attacks are great for hitting enemies first!

Ranged Attacks

Pressing R1 will unleash a Ranged attack, usually a shot from a weapon or a magic projectile. Ranged attacks come in three varieties: normal, charged, and dash shots. Normal shots require you to tap the button, while charged shots (as you might expect), require you to hold it down for a short period. Charged shots often have additional properties which make them considerably more powerful, but they are more situational in use. To use a dash shot you must evade and then press R1; these shots are the same as normal ones, but they deal double the damage. All three shot types cost MP to use (you can get four of any shot type from 1MP), so you'll need to balance their use with your preferred skills.



Tapping R1 results in quick projectiles, which are great for agile and aggressive enemies.



Holding R1 will result in more, or stronger projectiles, but doing so requires a bit of waiting.

Skills

Skills is the global term used to describe Abilities and spells. Abilities are learned as you level up your characters, and they come in basic and enhanced versions. Spells must be purchased at the Evermore Spellworks in the kingdom, where they can also be leveled up to become more powerful and unlock their enhanced versions. Skills are invaluable in combat; they'll be your best way to deal big damage, either to single targets or groups of enemies depending on which one you use. The power of skills does come at a cost, though: they can cost between one and three MP per use, so you must use them at the best possible times. For full details on each skill, see the Advanced Combat section starting on P.40.

Higgledies

Higgledies are little sprite-like creatures that are a natural phenomenon in the world of Ni no Kuni. They may be small, but they make for powerful allies in battle. Higgledies automatically attack enemies, and they'll sometimes drop blue or green balls that restore some of your party's MP or HP. They'll also sometimes group up and give you the go-ahead to issue their Special Order skill, which is indicated by a blue circle around the group. Walk into the circle and press ⊗ and something useful will occur. We'll go into a lot more detail on Higgledies starting on P.24.



The Higgledy Cannon is a fine example of a Special Order skill.

Higmakers

The special Higgledies known as Higmakers are encountered in battles against former Kingmakers. To make them appear you need to destroy objects on the battlefield that have absorbed some of the Kingmaker's powers. When enough have been freed they'll group up and, much like regular Higgledies, a golden circle will appear around them; press ⊗ while inside the circle and they'll aid you with a powerful ability that often means the difference between winning and losing these tough battles.



Balls

Balls are unique items which appear only on the battlefield and within dungeons. They come in a variety of types which serve one of a range of different functions, depending on their color. Being anywhere near a ball will cause you absorb it and immediately administer its effects, such as restoring HP and MP. For Blue Balls, the amount of MP they restore is greater if you have a sixth MP bar in your gauge. Additionally, specific pieces of equipment and their skills can be used to increase the effect of these balls, or in some cases yield additional effects. Unlike items dropped in battle, balls will not linger for long, nor do they remain after battle; most of them will disappear after 10 seconds, so collect them while you can!

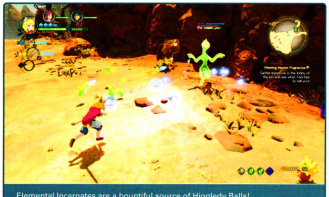
The most common balls you'll encounter are Green and Blue, which are used to restore HP and MP respectively. These will occasionally drop from slain foes, and destructible objects in the environment such as candlesticks (however, Blue ones won't drop until you've learned some skills). Once Lofty has joined your party, he'll occasionally call out before throwing out either a Green Ball, a Blue one, or his unique Golden Ball! You'll want to nab this beauty as it will briefly unlock the formidable Awakening state; you'll have an ample 14 seconds to do so before it begins to float up out of reach.

Ball Details

Ball Type	Dropped by Enemy	Dropped by Lofty	Dropped by Objects
Green	Restor 20% of HP	Restores 20% of HP	Restores 10%, 50% or 80% of HP
Blue	Restores 10%, 24% or 49% of 1 MP	Restores 24% of 1MP	Restores 24%, 49% or 99% of 1MP
Higgledy	Restores 24% of 1MP	—	Restores 24% of 1MP

Higgledy Balls

Higgledy balls are used to restore followers to Higgledy Heroes and are discernible by their purple tint. A single Higgledy ball will recover one follower; additionally, they can restore both HP and MP with the use of specific equipment such as the Higgledy Heal and Help Pendants. These balls are occasionally dropped by destructible objects, fallen enemies, and elemental Incarnates when struck. Bear in mind, the amount of HP and MP restored will sometimes vary depending on their source.



Elemental Incarnates are a bountiful source of Higgledy Balls!

Awakening

Lofty will sometimes throw a Golden Ball your way. If you pick it up you'll instantly enter an Awakened state, gain full health and MP and for 20 seconds you can freely use any of your skills or Ranged attacks with no MP cost. Better yet, all of the skills will be their enhanced versions (if they're available). Each Higgledy Hero also has an Awakening skill, and when you enter this mode that skill will be triggered automatically. They can have various powerful effects, so choosing your Higgledies wisely is important.

In normal battles Lofty will make a choice about whether or not to bestow one of his Golden Balls upon you every 240 seconds. The time required carries over between battles, so if one fight takes you 200 seconds, 40 seconds into the next one you'll have a chance at a Golden Ball. In Kingmaker battles the time requirement is slightly longer, and to get the biggest chance at a Golden Ball you'll need to hit the Kingmaker a lot, so try to focus on attacks that hit multiple times. At the Kingmaker's Cathedral facility in Evermore you can research the "Kingmaker's Bounty" for a 10% increase to your chances, and the "Kingmaker's Better Bounty" topic will give you a further 20% increase.



Higgledy Balls are affected by the Higgledy Help Pendant and weapons with the Pig-Higgledy skill. You can combine these items' effects for up to 49% of 1MP restored.

Status Ailments

By using certain weapons and skills you can inflict negative status ailments on enemies. They can inflict them upon you as well, however, and it's important to get rid of them quickly when that happens. There is also a state known as "dazed", which isn't a true status ailment. This occurs after performing a charge break, and you can find out more about it in the Charge Breaks & Break Power section on P.42. The player can also become dazed, and as with Freeze, wiggling the Left Stick will allow you to escape much quicker.

Status ailment Details

Name	Effect on Player	Effect on Enemy
Wet	Restricts the height at which the affected character can jump for 20secs. Can be cured using Wet-Be-Gone, and All-Be-Gone items.	—
Poison	Poisons the affected character, dealing 4% damage against your max health every 3secs for 30secs. A single Poisoning can hit up to 11 times, however each subsequent Poisoning will reset this timer and stack an additional 4% to its damage until the effect wears off. Can be cured using the Venom-Be-Gone, and All-Be-Gone items.	Poisons the enemy for 30secs. Within this duration, the enemy will take damage consecutively every 3 seconds up to 11 times. The damage dealt by Poison is calculated as 30% of the total combined number of your current offensive stats (Melee, Ranged, and Magic).
Sleep	Puts the affected character to sleep, rendering them immobile and unable to attack for 10secs. Can be cured using the Sleep-Be-Gone and All-Be-Gone items.	Puts the enemy to sleep for 10secs. While the enemy is unable to move or act during this time, they will awaken as soon as they take damage. If you inflict this ailment with a multi-hit attack, it will be immediately canceled by the following hits.
Freeze	Freezes the affected party member in place, rendering them unable to attack. The duration may vary from 3 to 7secs depending on the attack used. Can be cured using the Chill-Be Gone and All-Be-Gone items. Wiggle the Left Stick to escape from Freeze much quicker.	Freezes the enemy in place for 5secs. It will be unable to act during this time, and you can freely inflict damage without breaking this state.
Confusion	Confuses the affected character for 8secs. During this period, the directional controls of the left analogue stick will reverse. AI controlled party members will become dazed, unable to act until the effect wears off. Can be cured using the Confuse-Be-Gone and All-Be Gone-Items.	Confuses the enemy for 8secs. It will stand in place, unable to perform any actions other than continuously emoting. Like the Freeze ailment, you can dole out as much possible damage until the status wears off.
Nix	Disables the use of skills for the affected character for 15secs. Can be cured using the Hush-Be-Gone and All-Be Gone-Items.	—
Petrify	—	Turns the enemy to stone and prevents them from moving. It lasts for 10 seconds, but can only be inflicted by the Higgledy Sap skill.

Enemy Strength

When encountering an enemy you'll notice that their names may be one of a few different colors. This color shows you how tough fighting them will be, and it works by comparing the enemy's level to that of the character currently leading your party. A blue name means that the fight will be easy, white means standard, orange means pretty tough, and red means very hard. You'll usually want to avoid getting into battle with red enemies; you can still prevail against them, but you'll need to be extremely cautious and possibly a little lucky in battle.

Enemy Strength

Blue	White	Orange	Red
4+ levels lower	3 levels lower or higher	4-9 levels higher	10+ levels higher



If you see an enemy with a red name above its head, it might be best to run!

Weak Spots

Realmwreckers are Kingmakers that have gone out of control, and must be defeated at various points in the Main Story. The areas from which most of a Realmwrecker's energy is released are their weak spots, usually brightly-glowing points on their large bodies. Hitting these points allows you to deal large amounts of damage, ending the battle more quickly.

Buffs & De-buffs

By using your skills and items you can apply some useful buffs to your character or party. These can boost your attacking and defensive capabilities and are well worth using against tougher opponents. Those opponents can in turn apply de-buffs to your party, downgrading your offensive or defensive ability. These effects are represented by icons underneath your health gauge—defensive buffs or de-buffs are represented by a shield icon and offensive ones use a sword. You'll also see an arrow that points either up for a buff or down for a de-buff, as in the examples here.

Food

Eating food items during battle will apply a temporary buff to your character. There are many different food items and their possible buffs include ones that increase your attack power, defense, elemental damage, and much more. Each one has its own duration, depending on how filling the food is, and they'll last even after a battle has ended. They don't stack, though, so if you have a food buff active then eating a different piece of food will replace that buff with a different one.

Switching Weapons

You can equip up to three weapons at once, and can switch between them in battle by pressing L2. This allows for tactical management of the Zing gauge, since you may, for example, switch to a weapon that is not at 100% in order to save an enhanced skill for later. Conversely, if you're using a weapon that isn't at 100% you can always instantly switch to one that is, when the perfect moment to use an enhanced skill arrives. You can also use weapon switching to take advantage of different equipment skills that you may have on your various weapons, allowing you use the most appropriate element for the monster you're fighting.



Be careful: sometimes the Automatic mode may switch you to a weaker weapon at a bad time, and you'll need to change the setting in order to switch back.

The Options menu offers Automatic Weapon Switching settings, which prioritize weapons that are closest to filling their Zing gauge. The Semi-automatic setting is a good choice because it lets you control which weapon you switch to, and will switch when your Zing gauge is reset to 0%, or when a more powerful weapon reaches 100% Zing.

Switching Party Members

You can switch which party member you control at any point in battle by pressing ⇧ or ⇩. Character switching is as instant as switching weapons, and allows for similar tactical opportunities. The most obvious use for this is taking advantage of each character's unique skills, such as healing the party when things are getting dire, or a using large area-of-effect skill when lots of monsters group up.

The Zing Gauge

Hitting an enemy with any melee weapon will build up the Zing gauge for all of your equipped weapons. The rate at which each one builds up is determined by the Charge Build value of that particular weapon. Your Zing gauge values will carry over between battles, and it's a good idea to build them all up to 100% before entering tough battles. This will give you instant access to enhanced skills. For more on enhanced skills, check out P.48 onwards. Once you use any skill on a weapon with a 100% Zing gauge, that weapon's gauge will be reset to 0%. It's worth remembering that while you always have access to the enhanced versions of Abilities, the same is not true for spells. In order to use the enhanced versions of your spells in combat, they must first be purchased from the Evermore Spellworks. You also gain a small 5% damage boost when a weapon's gauge is at 100%.

Enhancing Skills with Higgledies

Every skill has its own elemental alignment. If you hold down the button you used to perform the skill then you'll continuously absorb nearby Higgledies while charging it. If you absorb enough of the correct element Higgledies then you'll unleash the enhanced version of your skill, even if your Zing gauge isn't at 100%. If you're hit by an enemy attack during this charge then you'll be knocked out of the process, and must begin again. Any Higgledies that you manage to absorb will make a difference to the strength of the skill when you unleash it, usually by adding additional hits. You'll know when you've absorbed the required amount of the correct type of Higgledies because the icon for the skill will change to the enhanced version in your skill palette.

The Tactic Tweaker

The Tactic Tweaker is a tablet given to you by Lofty the Kingmaker after you've proven your worth to him. It allows you to tweak all sorts of parameters related to battle, enabling you to deal extra damage to specific types of monsters or increase your chances of bagging a rare item drop. The benefits from every tweak you make are also applied to your whole party rather than only the character you're controlling, so everyone gets to share in the benefit.



This is the Tactic Tweaker in all its glory. Use it wisely!

Unlocking the various parts and upgrades of the Tactic Tweaker requires Battle Points, and these are awarded only when leveling up a character, so you'll be acquiring them at a steady pace as the adventure continues. It takes 418 points to fully level all four parts of the Tactic Tweaker, but you stop receiving battle points with a character when they reach Lvl 50. This means that 300 Battle Points is the most you can acquire, by leveling all six characters up to 50, so you'll need to choose wisely and plan your point assignments accordingly.

Once you have unlocked a section of the Tactic Tweaker and put some points into it you can change the position of the slider within it at any time, so you're not locked into a specific setting. The only limit placed on you by the Battle Points cap is the maximum number of sliders and positions along them that you can have active at once. Should you wish to start afresh, you can reset the Tactic Tweaker and get all of your Battle Points back by pressing the "OPTIONS" button. It costs Kingsguilders to make use of this feature, and the cost increases significantly the more points you've invested (Number of Battle Points spent x500), which is another reason why amassing Kingsguilders is such an important goal.



You can still fiddle with any sliders after you've set them, so only reset your level settings if you want to invest your Battle Points elsewhere.

Monster Affinities

These sliders can be adjusted to boost damage to a specific category of monster. There are six categories of monster, but only 3 sliders, which you can max out at Lvl 5 boost on either side. Each notch on the slider will increase your damage against that type of monster by 3%, so the maximum boost you can reach is 15%. You can only pick one side to boost, so if you decide to boost damage against Slimy foes, you can't also boost damage against Solid ones. This doesn't, however, reduce the damage you deal to Solid monsters.

Upgrading Monster Affinities

Level BP	1	2	3	4	5	6	7	8	9	10	Total
BP Required	2	4	6	8	10	10	10	10	10	10	**78**

Solidity <-> Sliminess

Enables a damage boost against slimy or solid-bodied foes.

Nature <-> Nobility

Enables a damage boost against Natural or Reptilian Foes.

Wonder <-> Wildness

Enables a damage boost against beautiful or brutal foes.

Elements and Ailments

These sliders are set up the same way as the Monster Affinities, so they can be raised up to Lvl 5 in one of two directions, with no negative effects to the side you don't boost. The sliders boost your resistances by 3% each time, so the possible boosts are: +3%, +6%, +9%, +12% and finally, +15%. Increasing one of these options doesn't lower the resistance of the option on the opposite side, so you may want to wear gear that resists the opposing stat if you want to round out your defenses.

Upgrading elements and Ailments

Level BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Total
BP Required	2	4	3	6	8	10	10	10	10	10	10	10	10	10	10	**120**

Blaze ◁▷ Befuddlement

Enables a resistance boost against fire damage or confusion.

Puddle ◁▷ Poisoning

Enables a resistance boost against water damage or poison resistance.

Bedazzlement ◁▷ Blackness

Enables a resistance boost against light or dark damage.

Scirocco ◁▷ Sleep

Enables a resistance boost against wind damage or sleep.

Spoils Settings

The sliders here let you tweak the balance of rewards gained during battle. Each category must be invested in before the sliders can be tweaked. The settings in this category greatly impact the rewards and EXP you get from battle, so it's important to spend some of your Battle Points to max out this category as early as possible. For each slider that you position towards either earning extra Guilders or EXP, you will receive a 10% boost towards it allowing for a maximum boost of either 20% extra E P, or 20% extra Guilders. The Rarity and Finds settings both significantly increase your chances of obtaining rare Materials, while the Finery and Kit settings do the same for equipment.

Upgrading Spoils Settings

Level BP	1	2	3	4	Total
BP Required	2	10	15	20	**78**

Growth ◁▷ Gold

This slider allows you to pick between more experience points or more money gained from battle.

Refinement ◁▷ Rarity

This slider lets you choose between experience gain or rare materials gained from battle.

Finds ◁▷ Finery

This slider lets you tweak the ratio of rare materials obtained versus equipment earned from battle.

Cash ◁▷ Kit

This slider affects the balance between money gained and equipment earned during battles.

Arts of War

The sliders in this category directly improve your party's battle performance in various areas. You'll find a total of six sliders, each of which can be raised up to Lvl 3. This is the most costly part of the Tactic Tweaker to upgrade, but it will provide the most directly powerful rewards in combat. These effects are also not tied to specific ailments or monsters, so you'll always be able to take advantage of them.

Maxing out the Durability setting will allow you to reduce the total damage you take while blocking an attack from 50% of its strength to 27.5%, and while that's not quite the same as the 10% from Perfect Block, it's significantly less risky. Similarly, if you're using a character with powerful charged shots like Evan or Tani, the 15% charge time reduction from a maxed out Eagle-Eyedness can significantly increase your damage output during small windows of attack.

Upgrading Arts of War

Level BP	1	2	3	4	5	6	7	8	9	10	Total
BP Required	8	11	14	17	20	20	20	20	20	20	**170**

Durability

This slider reduces the amount of damage taken when blocking by an additional 15% of the original blocked value per level.

Untouchability

This slider increases the invincibility period when evading.

Fleet-Footedness

This slider decreases the amount of time it takes to escape from battle by 25% per level.

Dynamism

This slider increases the amount of MP restored by 5% per level when attacking enemies and consuming items that regenerate MP over time.

Eagle-Eyedness

This slider reduces the charge time of ranged attacks by 5% per level. Charged shots are very useful in many battles, and this can be very beneficial if you often use them.

Brutality

This slider increases the damage inflicted by your heavy melee attacks by adding an additional 10 Physical attack strength to them per level. If you use hard-hitting heavy attacks often then this will yield great results.

The Magic of Higgledies

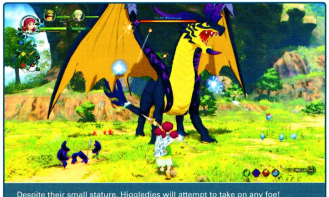
For centuries, anthropologists and philosophers alike have debated an aspect of life that confounds the populace and seemingly cannot be understood: what is a Higgledy? Allow us to finally reveal the answers for you.

Higgledies are pint-sized sprites that join you in battle. They're able to perform a variety of unique abilities, as well as supplement many of your own. Unlike your main party, Higgledies cannot be directly controlled, nor will they gain experience from combat. You'll be introduced to them during Chapter 2-1, and gain your first Higgledy shortly after. There are exactly 100 Higgledy Heroes for you to collect, each blessed with a unique set of skills and attributes, which will be explained throughout the following sections. Though many Higgledies share skills, no two have the exact same set. There isn't really a 'best' Higgledy, as their usefulness comes down to what suits your particular needs and playstyle.

There are two different types of Higgledy: "Higgledy Heroes" and "Higgledy helpers", also known as "followers". Excluding Higgledies with the Careful Temperament (more on this in the section covering Temperaments on P.26), both types share one basic action; the ability to perform regular attacks. These consist of tiny, lobbed projectiles that deal very little damage. You won't see any damage indicators for these attacks, but you can still see their gradual effect on an enemy's health bar. Higgledies won't be able to finish off enemies with their regular attacks, however.



You can assign up to four Higgledies to join you in battle from the right side the party menu.

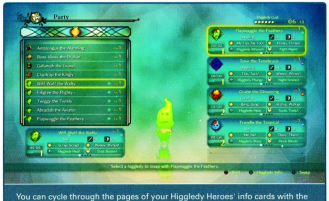


Despite their small stature, Higgledies will attempt to take on any foe!

Higgledy Heroes

Higgledy Heroes are the uniquely-named Higgledies with distinctive appearances that join your party. Each Hero has a unique set of skills and a variety of attributes that affect their use in combat, and they're in charge of performing regular attacks and activating skills. Many of their skills are passive and activate automatically, but they can also use "Special Order" skills that they you need to manually activate (for more information on this subject, read the Higgledy skills sections on P.28). Additionally, each Hero can bring a certain number of Higgledy followers into battle; these followers form a unit which it will command and lead around.

Higgledy Heroes have two basic parameters, called "feistiness" and "hardiness" that correspond to their attack power and defense. A Higgledy's feistiness influences the power and effectiveness of its skills, but does not affect the damage of its regular attacks, nor the ones used by its followers. Hardiness governs the amount of health each of its followers have; unlike Heroes, they can die in combat. Although Heroes themselves can't be killed, they can be knocked back by enemy attacks, which can cancel or delay the use of their skills.



You can cycle through the pages of your Higgledy Heroes' info cards with the Ⓐ button to view their skills, Abilities, stats, and both their current and max number of Higgledy followers.

Acquiring New Heroes

Higgledy Heroes are acquired in a variety of ways. You'll receive your first two automatically throughout Chapter 2 of the Main Story, but it's up to you to collect the rest! The two most common methods of acquisition are by interacting with Higgledy Stones or cooking them up at the Evermore Higglery. Additionally, there are four Higgledies that can only be acquired by completing Side Quests 032, 033, 091, and 165. There's only one way to acquire each Higgledy, and it's not possible to get the same Higgledy twice.

You won't be able to evaluate Higgledies acquired from Higgledy Stones before committing to the expense of their required offering. If you want a bit of foresight into what you're about to get, or any other information relating to Higgledy Stones, refer to their relevant section on P.33. Crafting Higgledies at the Evermore Higglery, however, lets you see precisely what your ingredients will create. Compared to Higgledy Stones, you'll need to expend more resources to craft them, but you can choose which ones you'd like to cook up and evaluate any of their attributes beforehand. That said, you can only create a handful of these sprites before you're required to undertake some research. Refer to the Evermore Higglery section within the kingdom of Evermore Chapter on P.133 for more on this topic.



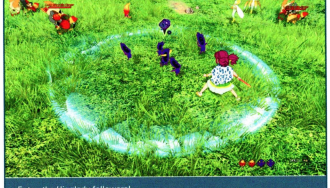
Welcome to the party!


You can check your Higgledy Heroes' current follower counts near the bottom right corner of the screen. This aspect of the HUD will only appear while there are Higgledies in your party.

Higgledy Followers

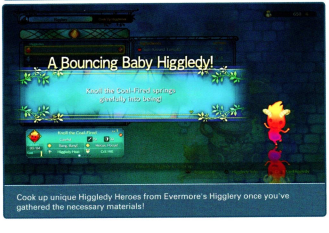
Higgledy followers (ocassionally referred to as "troops" or "helpers") are smaller, basic Higgledies that accompany a Higgledy Hero in battle. Their attributes are derived from those of their respective Higgledy Hero, including their element type. Followers possess no skills of their own, and can only perform regular attacks at the command of their Hero.

After assigning a new Higgledy you'll have no followers, so the first thing you'll need to do is acquire some! You can acquire followers a few different ways, but the most common method is through picking up Higgledy Balls, which drop from enemies and destructible objects. For more on Higgledy Balls and how to acquire them, refer to the "Balls" section on P.19. Unike Higgledy Heroes, when followers are defeated in battle they will not simply return after a period of time. Instead, they'll need to be replenished with the use of Higgledy Balls or certain skills—there are quite a few skills capable of restoring followers, such as "Tick, Tock!" and "Higgle, Piggle!". The former gradually restores troops during battle, while the latter occasionally grants an extra helper when picking up Higgledy Balls. Keep in mind that these skills only apply to the followers of the Higgledy Hero that uses them, and that Higgledy Heroes will retain their current followers even after they're removed from your active party.


Enter: the Higgledy followers!

Higgledy Cost

Each Higgledy Hero assigned to your party will spend a set number of points out of an allotment of ten called the Higgledy Cost Limit. If you exceed this limit, you won't be able to exit the party menu until you reduce it to a number less than or equal to ten. The cost of each Higgledy varies from one to four points, which is displayed on their info cards within the party menu. These numbers are static, so you won't need to worry about them increasing as you level your



Cook up unique Higgledy Heroes from Evermore's Higglery once you've gathered the necessary materials!

Higgledies. Lower costing Higgledies will fit relatively easy within the restrictions of the Higgledy Cost Limit, but you'll need to do some basic math to fit the more expensive ones into your party. You obviously won't be able to assign four of the more expensive ones to your team, so you'll need to prioritize which ones you really want. If you can't fit all the Higgledies you want in your party but have one to a few points left over, it never hurts to fill the extra space with the lower costing ones.



The cost of each Higgledy is shown on their Info Cards, which are displayed while browsing your current roster. Just be careful not to overspend!

Higgledy Temperaments

Temperament Types

Name	Effect
Outgoing	Prioritizes attacking enemies with greater HP. Lowest rate of support. Heals party members with low HP (below 30% health). Performs both actions at mid-range.
Cowardly	Prioritizes healing party members with lower HP (below 50%) at mid-range. Attacks enemies with low HP at any range.
Shy	Highly prioritizes healing party members with reduced HP (below 80%) at any range. Attacks enemies with low HP at mid-range.
Carefree	Mainly prioritizes attacking enemies with low HP at any range. Heals party members with low HP (below 30%) at close range.
Careful	Cannot attack; support only. Highest rate of support. Prioritizes healing party members with reduced HP (below 80%) at any range.

Temperaments are character traits that help dictate how each Higgledy Hero functions in battle. If a Higgledy doesn't act the way you want it to, then it won't matter what other attributes it may have, so understanding temperaments is important. A Higgledy's temperament decides which of their two most basic actions are prioritized: healing your party or attacking foes. It also affects the range and frequency of these basic actions. Lastly, their temperaments decide how often supportive skills in the second slot are used.

There are five temperaments, and each of them strike a unique balance between healing and attacking. Carefree Higgledies, for example, will focus on attacking enemies and can only heal at close range, while Careful Higgledies cannot perform regular attacks at all, but will prioritize healing and can heal from any distance. The majority of temperaments focus your Higgledies' attacks on foes with low health pools, which is great for quickly removing weaker enemies from the battlefield. If you need help tackling stronger foes, however, Higgledies with an Outgoing temperament are needed. Outgoing Higgledies have the lowest rate of support and will only attempt to heal members of your party once they dip below 30% of their total health. For this reason, it's best to balance your team to include some priority healers (Cowardly, Shy, and Careful temperments). It's generally a good idea to balance your team with a variety of temperaments, but going all out for a singular purpose can be essential against some of the most difficult foes, such as Tainted Monsters.



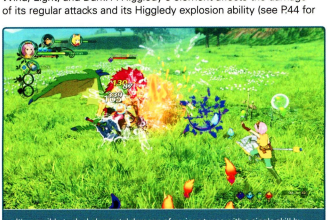
Outgoing and Carefree Higgledies will prioritize following enemies, so you will need to track them down to absorb their followers for charging skills.



Higgledies with the Careful or Shy Temperaments will hang around members of your party, making their followers perfect for absorption while charging skills at long-range.

Higgledy Elements

Higgledies come in all the familiar elements: Physical, Fire, Water, Wind, Light, and Dark. A Higgledy's element affects the damage of its regular attacks and its Higgledy explosion ability (see P.44 for



It's possible to deal elemental damage of various types with a single skill by utilizing your Higgledies' explosion ability. You can do this by absorbing Higgledies from a variety of elemental affinities while charging your skills.

more on this), and is generally applied to their skills as well. Elemental Higgledies can make a real difference in tough battles against foes that are weak to their particular element.

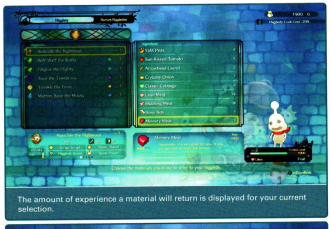
When charging an elemental skill, you can absorb Higgledies of the same element to unleash its stronger variants. Doing so will allow you to deal immense elemental damage much more frequently, so you can end tough battles much more quickly.

If your equipped weapons don't allow you to deal elemental damage with your regular attacks, then the Higgledy explosion ability and elemental Higgledy skills can be really useful. Higgledies of each element possess either complete or zero resistance against certain elements, and they're immune to all status ailments. As a general rule, Higgledies are resistant to attacks of their same affinity, with the exception of Physical types.

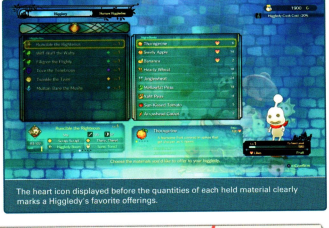
Nurturing Your Higgledies

Once you have some Higgledies, you'll be able to offer them their most favorite materials to help them grow in both stats and followers! Leveling your Higgledies requires a lot of materials, and will allow them to grow to a maximum level of ten. Each Higgledy has its own total number of attainable followers, ranging from three to six, and these totals can be increased through nurturing. Before you can begin nurturing your Higgledies, you'll need to complete Side Quest 001 (during Chapter 4-1) to recruit Auntie Martha as a permanent citizen of Evermore—once that's done, you can build the Evermore Higglery. After constructing it, interact with the Higglery and select the 'Nurture Higgledies' option to begin the process.

To begin, highlight and confirm the Higgledy you wish to nurture, and you'll see a list of your materials. The experience bar for the selected Higgledy is displayed on a black background—it shows the estimated experience increase you'll get from the materials in your current selection, and amount needed to reach the next level. Select your material, enter the amount you wish to offer, and then hit the "Improve" button. Each material will give you a set amount of experience points, and the amount you'll get increases with the rarity of the item offered. Additionally, Higgledies have preferred materials, which give double their regular experience when offered. The general type of material they like is listed beneath their experience bar, so you'll know what to look out for. You can easily tell if you have any of their preferred materials—they will be clearly marked by a heart icon and brought to the top of your list.



The amount of experience a material will return is displayed for your current selection.



The heart icon displayed before the quantities of each held material clearly marks a Higgledy's favorite offerings.



Higgledy Skills

Higgledies have their own skills that will help you in battle. These are separated into three types: passive, active, and Special Order. Passive skills are characteristics of a Higgledy that remain active at all times on the battlefield. Many of these skills are complementary to active skills, so try to evaluate the skill of all Higgledies in your party to ensure they work well together. As an example of this, some passive skills can be used to repeat powerful active skills that are used by other Higgledy Heroes, or even call on them to activate skills! There are also a few passive skills that help to restore Higgledy followers: "Ball, Ball!", "Higgle, Piggle!", and "Tick, Tock!". Tick, Tock causes Higgledy followers to replenish automatically during battle, and since they replenish fairly quickly it's a very useful skill to have.

Skill Type: Passive

Skill Name	Description	Effect
Ball, Ball!	When this higgledy falls in battle, they will sometimes drop a higgledy ball.	+30% Multiplied
Batter, Better!	Slightly boosts the effectiveness of all higgledy attacks.	+30% Multiplied
Bang, Bang!	Makes higgledies more explosive when absorbed into their human commander.	+30% Multiplied
Dazzle, Dazzle!	Slightly boosts the damage dealt by higgledies' light-element attacks.	+30% Multiplied
Do It, Do It!	When a higgledy skill is triggered, others will call for theirs to be used, too.	+20% Chance
Double, Double!	Makes higgledies more likely to join others in healing with "There, There!"	+5% Chance
Fight, Fight!	Imparts a sizeable boost to the power of regular attacks.	+30% Multiplied
Gloom, Gloom!	Slightly boosts the damage dealt by higgledies' dark-element attacks.	+30% Multiplied
Go, Go, Go!	Helps higgledies get worked up more quickly.	+30% Multiplied
Higgle, Piggle!	Occasionally summons more higgledy helpers when a higgledy ball is picked up.	+30% Added
Hot, Hot!	Slightly boosts the damage dealt by higgledies' fire-element attacks.	+30% Multiplied
Huff, Puff!	Slightly boosts the damage dealt by higgledies' wind-element attacks.	+30% Multiplied
Me Too, Me Too!	Might perform the same move when another higgledy's skill is triggered.	+20% Chance
Me, Me!	Will ask more often to have its higgledy skills triggered.	+20% Chance
Mend, Mend!	Slightly boosts the effectiveness of all higgledy recovery skills.	+30% Multiplied
More, More, More!	Significantly boosts the power of any higgledy skills used in battle.	+30% Multiplied
More, More!	Slightly boosts the power of any higgledy skills used in battle.	+10% Multiplied
Same, Same!	Will occasionally create more higgledies when attacked with their own element.	+30% Multiplied
Scrap, Scrap!	Imparts a slight boost to the power of regular attacks.	+10% Multiplied
Stay, Stay!	The time taken to return to the fray after being beaten back is slightly decreased.	-30%
Tick, Tock!	The number of higgledy troops will automatically increase in battle.	—
Wet, Wet!	Slightly boosts the damage dealt by higgledies' water-element attacks.	+30% Multiplied

Active skills require a Higgledy to use them before their effects come into play. You can't directly activate them, though; Higgledies will use them periodically during battle, and how often they use them depends on their temperament. Skills of this type are often buffs and de-buffs, which are applied to members of your party or to enemies. Their effects do not stack, nor will your Higgledies attempt to cast the same buff or de-buff on a party member or enemy that already has it. Higgledies with the active skill "There, There!" are able to restore health to single members of your party when their health drops below specific thresholds (80%, 50% and 30%, depending on the Higgledy's Temperament). The lowest amount of health a Higgledy can restore is 15%, but a higher Feistiness rating will increase this. They can use this skill over and over at no cost to you, which can make a huge difference when you're running out of healing items. The "Better, Better!" skill will cure members of your party of any status ailment, which makes it incredibly useful against enemies that inflict them often.



Higgledies with the Passive skill "Me Too, Me Too!" can repeat the same Special Order skills performed by other Higgledies!

Skill Type: Active

Skill Name	Description	Effect
Better, Better!	Cures an ally's status ailments.	Cures all ailment types
Dopey, Dopey!	Slightly decreases an enemy's magical defense for a short period of time.	-5% per cast
Flimsy, Flimsy!	Slightly decreases an enemy's physical defense for a short period of time.	-5% per cast
Hocus, Pocus!	Slightly increases an ally's magical attack for a short period of time.	+4% per cast
Hunker, Hunker!	Slightly increases an ally's physical defense for a short period of time.	+4% per cast
Nocus, Pocus!	Slightly increases an ally's magical defense for a short period of time.	+4% per cast
Silly, Silly!	Slightly decreases an enemy's magical attack for a short period of time.	-5% per cast
There, There!	Restores a small amount of HP to an ally.	15% HP restored
Wallop, Wallop!	Slightly increases an ally's physical attack for a short period of time.	+4% per cast
Wimpy, Wimpy!	Slightly decreases an enemy's physical attack for a short period of time.	-5% per cast

Special Order Skills

Special Order skills occupy the third slot and are also of the active variety. Occasionally during battle your Higgledies will request the manual activation of these skills, indicated by a blue ring surrounding them. To activate the skill, you'll need to enter the ring and press ⊗ when prompted. Like the majority of their skills, their effects are not permanent, but will last for a short while. Many Special Order skills are similar to each other, with only elements varying between them. For skills of this nature, you only need to pay attention to which element is most suitable against the enemy you're fighting.

It's possible to convert all of your currently-selected character's attacks to an elemental type through the use of the "Higgledy Buoy", "Gleam", "Glower", "Rush", and "Smolder" skills. These skills are far more powerful than one might suspect, since their effects even ap-

ply to your Abilities and spells! Conversely, if you're looking to boost your elemental resistances, you can use the "Higgledy Drip", "Fan", "Gloom", "Glow", and "Heat" skills. Each of these skills will produce a field of energy that, when entered, will grant 100% resistance to its corresponding element. There are also skills which will allow you to summon elemental storms or cannons as a more indirect means of dealing damage.

Wisdom of the Kingmaker



Charge up a skill with higgledies nearby, and the little blighters will come flyin' into you, and add a nice little explosive boost of their element to youer attack! You can do up to five like that, but get enough, and youell enhance the skill and all! Tidy! And the explosive action doesn't stop there—absorb more and watch the mayhem unfold in whatever elements you've managed to hoover up! You can tell how many higgledies of which element you need to enhance a skill by lookin' at the skill palette, but bear in mind, not all skills can be enhanced!



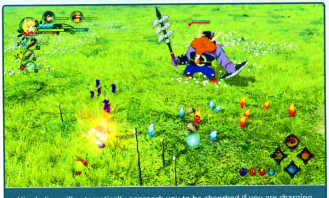
You can tell when you've absorbed enough Higgledies to enhance a skill, because a picture of a Higgledy of the corresponding element will appear beside its icon.



Higgledy explosions can help stun enemies before they unleash huge attacks.

CBP and Higgledy Explosions

To fully understand the tables in this section, check out the Combat Guide chapter starting on P.38 for an explanation of Higgledy explosions and the Charge Break and Stun systems.



Higgledies will automatically approach you to be absorbed if you are charging skills within their general vicinity.

There are a few Special Order skills that apply status ailments to enemies, including one that is unique to the power of Higgledies: Petrification. Activating the "Higgledy Sap" skill generates a small burst of dark energy, and any enemies caught within it will be turned to stone. For more information on Petrification, refer to the status ailment section on P.20. You can use the skill "Higgle Cleanse" to remove all ailments from members of your party, as well as grant immunity to them.

If you're having trouble with flying enemies, you can use "Higgledy Plunge" to bring them crashing to the ground. This proves especially useful against stronger foes such as bosses, which can be difficult to ground.

The "Higgledy Sirrah" and "Smite" skills both summon powerful familiar-like entities. The former summons the chivalrous Higgledy Knight, who can perform a variety of physical attacks by swinging his sword or charging with his shield. The latter beckons the god of Higgledies himself, who will perform one randomly-chosen action before disappearing into the ether. He can conjure a fireball or summon a fiery meteor or bolts of Wind-imbued thunder. He can also heal members your party when they are close by, in addition to applying various buffs and removing all status ailments.



No amount of prayer will save your enemies from the wrath of the Higgledy god!

Skill Type: Special Order

Skill Name	Description	Effect
 **Higgledy Blaze**	An impressive move that generates a giant fireball to torch the enemy.	Summons a fireball above a target and hits any surrounding enemies four times for 120 Magic/Fire Power. Deals 60 CBP per hit.
 **Higgledy Boom**	A cannon is brought onto the battlefield and used to blast the enemy.	20 Physical Power and 50 CBP per shot.
 **Higgledy Buff**	Allies' physical defense is boosted, and they become less easy to stun.	Grants 15sec of +12% Physical Defense and Extreme stun resistance.
 **Higgledy Buoy**	Higgledies from the hereafter bless an ally with the power of water.	Imbues all attacks with Water, Water element skills become their enhanced versions, and grants an additional 15% Water damage for the 15sec duration.
 **Higgledy Cleanse**	Cures allies' status ailments and makes them resistant to others for a short time.	Cleanse current status ailment, and +40% resistance to all status ailments for 20sec.
 **Higgledy Clipse**	A cannon imbued with dark energy appears, and is used to blast the enemy.	20 Magic/Dark Power and 50 CBP per shot.
 **Higgledy Daze**	Unleashes a dazzling blast of light that can knock enemies out cold.	Dazes all foes in the surrounding area.
 **Higgledy Drip**	Temporarily creates an energy field that boosts resistance to water attacks.	Creates a circular area on the floor for 10sec that grants 100% resistance to this element while you're inside it.
 **Higgledy Fan**	Temporarily creates an energy field that boosts resistance to wind attacks.	Creates a circular area on the floor for 10sec that grants 100% resistance to this element while you're inside it.
 **Higgledy Flash**	A cannon imbued with light energy appears, and is used to blast the enemy.	20 Magic/Light Power and 50 CBP per shot.
 **Higgledy Gird**	Allies' physical attack and ability to stun foes is slightly boosted for a short time.	+12% Melee attack and increased stun value for 20sec.
 **Higgledy Gleam**	Higgledies from the hereafter bless an ally with the power of light.	Imbues all attacks with Light, Light element skills become their enhanced versions, and grants an additional 15% Light damage for the 15sec duration.
 **Higgledy Glint**	Countless blades of light energy appear to rain down on the helpless enemy.	Strikes a single target for 120 Magic/Light Power and 240 CBP per hit.
 **Higgledy Gloom**	Temporarily creates an energy field that boosts resistance to darkness attacks.	Creates a circular area on the floor for 10sec that grants 100% resistance to this element while you're inside it.
 **Higgledy Glow**	Temporarily creates an energy field that boosts resistance to light-infused attacks.	Creates a circular area on the floor for 10sec that grants 100% resistance to this element while you're inside it.
 **Higgledy Glower**	Higgledies from the hereafter bless an ally with the power of darkness.	Imbues all attacks with Dark, Dark element skills become their enhanced versions, and grants an additional 15% Dark damage for the 15sec duration.
 **Higgledy Hammer**	A rudimentary hammer is rustled up, and swung energetically at enemies' heads.	Does 1 hit for 120 Physical Power & 240 CBP.
Higgledy Heal	The HP of all allies is gradually restored over a short period.	Creates a healing pool on the floor that restores HP three times, each for 8% of your max HP.
 **Higgledy Heart**	Allies' magical defense is boosted, and they become less easily stunned by foes.	Grants 15sec of +12% M.Def and Extreme stun resistance.
 **Higgledy Heat**	Temporarily creates an energy field that boosts resistance to fire attacks.	Creates a circular area on the floor for 10sec that grants 100% resistance to this element while you're inside it.
 **Higgledy Hose**	An impressive move that summons icy hail to rain down on enemy heads.	Hailstorm moves across the area towards the nearest enemy doing 10 Magic/Water Power and 240 CBP per hit to anything in its path. More effective on large foes or groups.
 **Higgledy Howl**	A powerful tornado is whipped up that will send nearby enemies flying.	Creates a tornado around one target that stays in place and does multiple hits for 120 Magic/Wind Power and 240 CBP total.
 **Higgledy Plunge**	Gravity is temporarily turned up to maximum, bringing enemies crashing down.	One hit for 120 Magic/Dark Power and 240 CBP to all enemies in the target area.
 **Higgledy Rouse**	Revives all fallen allies and restores a small amount of HP.	Revives all unconscious party members and restores a sliver of their HP. Order won't be triggered unless at least one party member is unconscious.
 **Higgledy Rush**	Higgledies from the hereafter bless an ally with the power of wind.	Imbues all attacks with Wind, Wind element skills become their enhanced versions, and grants an additional 15% Wind damage for the 15sec duration.
 **Higgledy Sap**	Turns enemies to stone for a short while.	Petrifies all enemies in the area surrounding the Higgledy for 10sec.
 **Higgledy Singe**	A fire-belching cannon appears, and is used to blast the enemy.	20 Magic/Fire Power and 50 CBP per shot.
 **Higgledy Sirrah**	A noble higgledy knight is summoned to join you in battle for a short period.	Higgledy Knight takes to the battlefield and deals Physical damage to targets for 30sec. Attacks have a low stun rating.
Higgledy Smite	The god of the higgledies appears to unleash his unique brand of magic.	After the Higgledy God is summoned, it will randomly perform one of its possible spells. These include: a lightning storm that rains down attacks over a large area and hits multiple times, a meteor strike that hits once over a very large area , a buff that partially heals all party members, grants +15% to all stats, removes all status ailments and gives +40% to all status ailment resistances. The final potential outcome is a misfire where the Higgledy God ends up casting a small fireball on itself.
 **Higgledy Smolder**	Higgledies from the hereafter bless an ally with the power of fire.	Imbues all attacks with Fire, Fire element skills become their enhanced versions, and grants an additional 15% Fire damage for the 15sec duration.
 **Higgledy Splosh**	A water-spraying cannon appears, and is used to blast the enemy.	20 Magic/Water Power and 50 CBP per shot.
 **Higgledy Whoosh**	A wind-powered cannon appears, and is used to blast the enemy.	20 Magic/Wind Power and 50 CBP per shot.
 **Higgledy Wizz**	Allies' magical attack and ability to stun foes is slightly boosted for a short time.	+12% Magic attack and increased stun value for 20sec.

Awakening Skills

As you might expect, Awakening skills are activated during the Awakened state granted by Lofty's Golden Balls (for more on Awakening, head to P.44). The Awakened state was already amazing, but your Higgledies' skills can bring whole new levels of power to it. Awakening skills fall under the category of passive skills, so their effects will be applied automatically and remain active for the duration of the state. Entering the Awakened state is not a very common occurrence, of course, so you'll most likely have chosen your Higgledy Heroes based on other factors. For this reason, it's good to keep at least one Higgledy in your party with a desired Awakening skill for when the opportunity arises.

The majority of Awakening skills are offensive and apply a range of unique properties to your attacks. Two obvious choices are "Fight Right!" and "Smite Right!", both of which provide damage increases, but you may want to consider "Rock Shock!" instead—this skill increases your chance of stunning enemies, which will allow you to more easily pull off combos. "Sonic Tonic!" is another decent option; it occasionally causes your attacks to emit shockwaves, which can be used either for additional damage or as ranged attacks. Your defensive options include increasing your defense against physical attacks, and resistance to attacks of each element. You have two options for upping your Physical defense: "Hard Guard!" and "Rock Block!". The latter provides the higher modifier, so it's the obvious choice if you have it. "Sicker Quicker!" increases your chances of applying status ailments; pair it with the right weapon and it can be extremely useful!

Skill Type: Awakening

Skill Name	Description	Effect
Crit Hit!	Boosts the chance of the player inflicting critical hits when awakened.	+30% Added
Fight Right!	Slightly boosts the attack power of the player when awakened.	+10% Multiplied
Gust Buster!	Makes the player more resistant to wind-element attacks when awakened.	+30% Added
Hard Guard!	Slightly boosts the defense of the player when awakened.	+10% Multiplied
Heat Beater!	Makes the player more resistant to fire-element attacks when awakened.	+30% Added
Light Smiter!	Makes the player more resistant to light-element attacks when awakened.	+30% Added
Night Smiter!	Makes the player more resistant to dark-element attacks when awakened.	+30% Added
Rock Block!	Significantly boosts the defense of the player when awakened.	+20% Multiplied
Rock Shock!	Boosts the chance of the player stunning the enemy when awakened.	+1 Added
Sicker Quicker!	Boosts the chance of the player inflicting status ailments when awakened.	+30% Added
Smite Right!	Significantly boosts the attack power of the player when awakened.	+20% Multiplied
Sonic Tonic!	Boosts the chance of the player emitting shockwaves when awakened.	—
Water Thwarter!	Makes the player more resistant to water-element attacks when awakened.	+30% Added



Your Higgledy Heroes will be absorbed during the Awakened state to automatically imbue your offensive skills with their Higgledy Explosions!

A Gaggle of Higgledies

Gaggles are groups of four Higgledies similar in appearance, garments, or elemental type. Gaggles provide unique passive skills used by all of your Higgledies collectively. To create a Gaggle, you'll need to assign four matching Higgledies to your party. Many Higgledies can match the criteria for a single Gaggle, and a single Higgledy can be a part of multiple different Gaggles, so you can take advantage of Gaggles while still having some freedom to carefully match their complimentary skills. The Higgledy cost limit remains a factor, however, so not every combination of useable Higgledies in a Gaggle is possible.

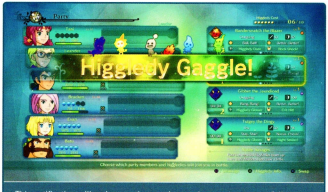
Gaggle Compositions

Gaggle Type	Description	Higgledies Involved
Noble Savages	Four behelmeted higgledies team up to have their feistiness increase a little.	Unkimmon the Uncommon, Motley the Menace, Mimber the Meanderer, Boojum the Bombastic, Topturvy the Testy, Frumious the Flammable, Knoll the Coal-Fired, Borogove the Burning, Grabe the Glowering, Bandersnatch the Blazer, Teakettle the Toasty, Tilly-Loo the Twinkly, Benison the Bright, Tulgey the Dingy, Malignity the Indignity, Tove the Tenebrous, Dirge the Dismal, Crooky the Spooky, Coronach the Cranky, Gibbet the Jaundiced
Top Hats	Four behatted higgledies team up to have their hardiness increase a little.	Fidget the Festive, Frabpous the Fusilier, Crumbobblious the Cryptic, Boss-Woss the Bruiser, Hurdehur the Voltigeur, Flippity the Fluttery, Shrimpers the Shantyboy, Mizzen the Mariner, Calooh the Carabinier, Jumblie the Lovely, Threnody the Pooped
Spike Tykes	Four higgledies with head adornments team up to shorten their revival times.	Humdrum the Heroic, Hurdy the Handy, Bawbee the Bandit, Scroobious the Rash, Skiff the Skewiff, Ubgub the Enlightened
Brain Trust	Four bespectacled higgledies team up to unleash special moves more often.	Pib the Peregrinator, Popple the Pure, Abradab the Aviator, Gyre the Flyer, Clangle the Spangly, Whiting the Lighting, Cummerbund the Clement
Wing Dings	Four winged higgledies team up to be able to call friends with higgledy balls.	Popple the Pure, Sir Pipple the Whipper, Teakettle the Toasty, Dishcloth the Dragony, Whiting the Lighting, Cruet the Sunlit, Wangle the Angel, Crooky the Spooky, Coronach the Cranky
Team Lovely	Four higgledies replete with flowers and ribbons team up to get a healing boost.	Mimsy the Magnificent, Daintifer the Damp, Trundle the Tropical, Mumbian the Mover, Jubjub the Jolly, Bink the Blinky, Tumtum the Terrible
Masker Raiders	Four masked higgledies team up to unleash higgledy skills more often.	Amblongus the Alarming, Uffish the Offish, Larrican the Leafy, Gubble the Gale-Force, Bantam the Ructious, Tinder the Torch, Clambunctious the Calm, Shub-Shub the Shamanic, Gabardine the Gawker, Morne the Munificent, Manxome the Iksome, Dimity the Dastardly, Charnel the Churlish, Phantasmagoria the Foul
Fluffy Toughs	Four furry higgledies team up to give attack power a slight boost.	Bootles the Beastly, Discomfit the Misfit, Benison the Bright, Wroth the Wrong'un, Twinkle the Twee, Brocken the Briny, Wiff-Waff the Wafty, Mumbian the Mover, Bumblebizz the Blowy, Giddy the Gusty, Clambunctious the Calm, Boss-Woss the Bruiser, Phantasmagoria the Foul, Brillig the Dread, Morne the Munificent
Tough Nuts	Four behelmeted higgledies team up to have their hardiness increase a little.	Claptrap the Kingly, Sir Pipple the Whipper, Cruet the Sunlit, Discomfit the Misfit, Verjuice the Valiant, Snickersnack the Searing, Hansom the Winsome, Styrrup the Smelter, Slingsby the Scorcher, Wangle the Angel, Bathys the Bold, Vorpal the Volcanic, Wamble the Warm, Galumph the Grand

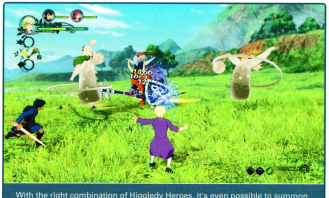
Creating Your Own Squads

Many Higgledy skills and Special Orders have a synergistic relationship with each other; being particular with your pairings can produce some impressive results! A basic (but still quite potent) example would be to include a Higgledy Hero with the "Mend, Mend!" skill to slightly boost the healing power of your other Higgledies' healing abilities. For more impressive results, try pairing a Higgledy with the "Me Too, Me Too!" skill—which has a chance of mimicking the skills activated by other Higgledies—alongside one that can summon a Higgledy Knight. This can result in two Higgledy Knights being summoned whenever the "Higgledy Sirrah" Special Order is activated, since the Higgledy Hero with the "Me Too, Me Too!" skill has a chance of copying the Special Order triggered by other Higgledies.

Another angle would be to combine four Higgledy Heroes with similar or identical skills. You could, for example, only assign Higgledies that feature either the "Higgledy Gird" or "Higgledy Wizz" Special Orders; this can temporarily raise your overall stun rating, allowing you to Stagger or knock down certain stun-resistant foes in situations where it would usually be impossible to do so. You could also focus on gaining immunity against a certain element; having four Higgledy Heroes with the potential to create pockets of safety against Fire-based damage can make a difficult encounter against an enemy that focuses its offense on that element much easier!



This notification will make sure that you know when you've successfully created a Gaggle!



With the right combination of Higgledy Heroes, it's even possible to summon multiple Higgledy Gods at the same time!



Higgledy Stones

Higgledy Received					
Location	Page	Offering Required		No.	Name
Sublime Shrine	625	Coarse-Grained Lumber	☆☆☆☆★	005	Unkimmon the Uncommon
Crosswater Cavern	634	Snow-White Thread	☆☆☆☆★	006	Motley the Menace
Ding Dong Dell – Old Well	623	Blossomwheat	☆☆☆☆★	009	Bawbee the Bandit
Jumblewoods	633	Slumbergull Feather	☆☆☆☆★	010	Popple the Pure
Shrine that Time Forgot	625	Bolt Eagle Feather	☆☆☆☆★	015	Boss-Woss the Bruiser
Cloudcoil Canyon	617	Munchy Nut	☆☆☆☆★	019	Filigree the Flighty
Hidey-Hole	637	Sackcloth	☆☆☆☆★	024	Mimber the Meanderer
Fathomless Forest	632	Fine Fur	☆☆☆☆★	029	Bumblebizz the Blowy
Cloudcoil Canyon	617	Prism Pepper	☆☆☆☆★	031	Larrican the Leafy
Broadleaf – Factory Floors	613	Rugged Fur	☆☆☆☆★	036	Topturvey the Testy
Tightfit Cavern	641	Hardwearing Wool	☆☆☆☆★	038	Frumious the Flammable
Bleachbone Shrine	629	Fluffy Cloth	☆☆☆☆★	043	Teakettle the Toasty
Broadleaf – Factory Floors	613	Whole Milk	☆☆☆☆★	047	Slingsby the Scorcher
Sunshade Shrine	627	Sunnysmile Cotton	☆☆☆☆★	050	Vorpal the Volcanic
The Abyss	619	Bright Button	☆☆☆☆★	054	Haddock the Fishy
Forest of Niall	618	Gunkshrooms	☆☆☆☆★	057	Mutton-Bane the Mushy
Seaspray Tunnel	637	Briar Coral	☆☆☆☆★	058	Dishcloth the Dragony
Dampshoe Cave	639	Coral Huebloom	☆☆☆☆★	059	Trundle the Tropical
The Abyss	619	Bighorn Shell	☆☆☆☆★	063	Clambunctious the Calm
Jumblewoods	633	Rugged Fur	☆☆☆☆★	067	Twinkle the Twee
Tumbledown Shrine	626	Clear Prisms	☆☆☆☆★	073	Tilly-Loo the Twinkly
Unsung Shrine	627	Heavenly Wonderwater	☆☆☆☆★	075	Whiting the Lighting
Freezybones Cave	635	Enigma Prism	☆☆☆☆★	078	Benison the Bright
Death's Door	641	Knight's Brocade	☆☆☆☆★	081	Gabardine the Gawker
Ice House	626	Sturdy Bone	☆☆☆☆★	089	Malignity the Indignity
Wyverns' Den	616	Single Cream	☆☆☆☆★	090	Tove the Tenebrous
Shiverwood Shrine	630	Twisty Bone	☆☆☆☆★	092	Dirge the Dismal
Ding Dong Dell – Old Well	623	Forked Tail Bone	☆☆☆☆★	096	Dimitry the Dastardly
Crooked Cavern	638	Glacier Crystal Cluster	☆☆☆☆★	097	Slithy the Spelunker
Forest of Niall – Hard Woods	618	Nightmare Prism	☆☆☆☆★	100	Phantasmagoria the Foul

Throughout the game's many dungeons, you'll occasionally come across strange, glowing stones resembling Higgledies. Each one contains a single Higgledy Hero that you can draw out and befriend, providing you have the appropriate materials. These stones are often found hidden away, off the beaten path, so locating them is half the task. Their exact locations are shown in the World of Ni no Kuni II section, starting on P.596, and the chart here provides direct page references, as well as their required offerings.

When you find a Higgledy Stone, approach it and interact with it when prompted. The Higgledy within will introduce itself, and give you a clue as to what kind of offering it desires. You will then be shown a list of your available materials, and can choose one to offer up. Keep in mind that the Higgledy Stone will keep the materials you give it, including any wrong offerings! You may not always have the material a Higgledy Stone wants at the point you find it, so you'll need to return later, once you've obtained it. If you select the correct offering, the Higgledy will pop out and join your party and the Higgledy Stone will lose its glow.



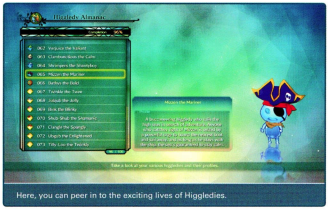
Higgledy Stones are rumored to have become objects of worship in recent times...



Heed this warning and make your selection carefully!

Higgledy Almanac

If you really want to know everything about every single Higgledy, then look no further than the following pages. The almanac here showcases all of the various Higgledy Heroes you can befriend on your journey. The in-game Higgledy Almanac can be found in the Main Menu, within the Library sub-menu. Like much of the information in the Library, it will be empty to begin with, and will fill up as you progress and find each individual Higgledy. It does let you easily check your progress towards a full set, however, via the percentage value shown at the top of the list.



001 Runcible the Righteous Chapter 2 — Fruit
Temperament: Shy — 105~150 / 87~124
Followers 3~4 — Scrap, Scrap! — There, There!
Cost 1 — Higgledy Boom — Sonic Tonic!

002 Humdrum the Heroic Side Quest 032 — Ore
Temperament: Carefree — 82~111 / 106~145
Followers 3~4 — Me, Me! — Nocus, Pocus!
Cost 1 — Higgledy Buff — Fight Right!

003 Fidget the Festive Evermore Higgledy — String and Cord
Temperament: Outgoing — 87~124 / 59~84
Followers 4~6 — Do It, Do It! — Flimsy, Flimsy!
Cost 1 — Higgledy Heart — Hard Guard!

004 Hurdy the Handy Evermore Higgledy — Grains and Pulses
Temperament: Careful — 86~122 / 83~119
Followers 4~6 — Stay, Stay! — Hunker, Hunker!
Cost 1 — Higgledy Buff — Fight Right!

005 Unkimmon the Uncommon Higgledy Stone — Lumber
Temperament: Cowardly — 111~159 / 102~145
Followers 3~4 — Higgle, Piggle! — Dopey, Dopey!
Cost 1 — Higgledy Heal — Crit Hit!

006 Motley the Menace Higgledy Stone — Thread
Temperament: Careful — 109~156 / 80~114
Followers 4~6 — More, More! — Flimsy, Flimsy!
Cost 1 — Higgledy Boom — Rock Shock!

007 Pib the Peregrinator Evermore Higgledy — Buttons
Temperament: Outgoing — 98~141 / 109~156
Followers 3~4 — Tick, Tock! — Better, Better!
Cost 1 — Higgledy Cleanse — Fight Right!

008 Frabjous the Fusilier Evermore Higgledy — Leather
Temperament: Carefree — 100~143 / 72~103
Followers 4~6 — Me, Me! — Dopey, Dopey!
Cost 2 — Higgledy Sirrah — Fight Right!

009 Bawbee the Bandit Higgledy Stone — Grains and Pulses
Temperament: Shy — 79~113 / 91~129
Followers 4~6 — Me Too, Me Too! — Nocus, Pocus!
Cost 2 — Higgledy Hammer — Fight Right!

010 Popple the Pure Higgledy Stone — Feathers
Temperament: Careful — 80~115 / 71~102
Followers 5~8 — Same, Same! — There, There!
Cost 2 — Higgledy Sirrah — Crit Hit!

011 Mimsy the Magnificent Evermore Higgledy — Buttons
Temperament: Outgoing — 108~154 / 89~128
Followers 5~8 — Me, Me! — There, There!
Cost 2 — Higgledy Heal — Hard Guard!

012 Crumbobblious the Cryptic Evermore Higgledy — Light Cloth
Temperament: Shy — 77~110 / 131~187
Followers 4~6 — Higgle, Piggle! — Better, Better!
Cost 2 — Higgledy Heart — Rock Block!

013 Bootles the Beastly Evermore Higgledy — Fur
Temperament: Carefree — 107~153 / 96~137
Followers 6~10 — More, More! — Hunker, Hunker!
Cost 3 — Higgledy Hammer — Smite Right!

014 Amblongus the Alarming Evermore Higgledy — Flowers
Temperament: Cowardly — 77~110 / 99~141
Followers 5~8 — More, More, More! — Better, Better!
Cost 3 — Higgledy Smite — Fight Right!

015 Boss-Woss the Bruiser Higgledy Stone — Feathers
Temperament: Outgoing — 127~181 / 68~97
Followers 5~8 — Fight, Fight! — Flimsy, Flimsy!
Cost 3 — Higgledy Sirrah — Rock Shock!

016 Galumph the Grand Evermore Higgledy — Leather
Temperament: Carefree — 157~224 / 88~125
Followers 6~10 — Fight, Fight! — Hunker, Hunker!
Cost 4 — Higgledy Heal — Sonic Tonic!

017 Claptrap the Kingly — Evermore Higgledy

Temperament: Carefree — Attack 113–162 — Defense 96–136 — String & Cord

Followers 6–10 — Cost 4

- Better, Better!
- Higgledy Sirrah
- Wallop, Wallop!
- Fight Right!

018 Wiff-Waff the Wafty — Chapter 2

Temperament: Shy — Attack 78–111 — Defense 101–145 — Cotton

Followers 4–6 — Cost 1

- Scrap, Scrap!
- Higgledy Heal
- Wimpy, Wimpy!
- Gust Buster!

019 Filigree the Flighty — Higgledy Stone

Temperament: Cowardly — Attack 88–126 — Defense 94–134 — Secret Ingredients

Followers 3–4 — Cost 1

- Same, Same!
- Higgledy Fan
- Hunker, Hunker!
- Hard Guard!

020 Twiggy the Twisty — Evermore Higgledy

Temperament: Shy — Attack 80–115 — Defense 81–115 — Sap

Followers 3–4 — Cost 1

- Ball, Ball!
- Higgledy Buff
- There, There!
- Sonic Tonic!

021 Abradab the Aviator — Evermore Higgledy

Temperament: Carefree — Attack 88–125 — Defense 70–100 — Heavy Cloth

Followers 3–4 — Cost 1

- Me, Me!
- Higgledy Howl
- Wallop, Wallop!
- Gust Buster!

022 Flapwaggle the Feathery — Evermore Higgledy

Temperament: Outgoing — Attack 93–134 — Defense 66–94 — Feathers

Followers 3–4 — Cost 1

- Me Too, Me Too!
- Higgledy Whoosh
- Flimsy, Flimsy!
- Fight Right!

023 Swirlyum the Conkerer — Evermore Higgledy

Temperament: Cowardly — Attack 69–98 — Defense 71–102 — Bones

Followers 4–6 — Cost 1

- Ball, Ball!
- Higgledy Cleanse
- Better, Better!
- Sonic Tonic!

024 Mimber the Meanderer — Higgledy Stone

Temperament: Cowardly — Attack 70–100 — Defense 88–126 — Light Cloth

Followers 4–6 — Cost 1

- More, More!
- Higgledy Whoosh
- Wimpy, Wimpy!
- Smite Right!

025 Gyre the Flyer — Evermore Higgledy

Temperament: Carefree — Attack 106–152 — Defense 79–112 — Mushrooms

Followers 4–6 — Cost 2

- Me Too, Me Too!
- Higgledy Whoosh
- Flimsy, Flimsy!
- Rock Shock!

026 Giddy the Gusty — Evermore Higgledy

Temperament: Careful — Attack 98–140 — Defense 89–128 — Sap

Followers 5–8 — Cost 2

- Tick, Tock!
- Higgledy Fan
- Better, Better!
- Hard Guard!

027 Hurdehur the Voltigeur — Side Quest 091

Temperament: Outgoing — Attack 79–113 — Defense 86–123 — Fruit

Followers 4–6 — Cost 2

- Ball, Ball!
- Higgledy Howl
- Hunker, Hunker!
- Smite Right!

028 Sir Pipple the Whipper — Evermore Higgledy

Temperament: Outgoing — Attack 113–162 — Defense 65–93 — Crystals

Followers 5–8 — Cost 2

- Stay, Stay!
- Higgledy Buff
- There, There!
- Gust Buster!

029 Bumblebizz the Blowy — Higgledy Stone

Temperament: Careful — Attack 68–97 — Defense 96–137 — Fur

Followers 4–6 — Cost 2

- Me Too, Me Too!
- Higgledy Rush
- Better, Better!
- Fight Right!

030 Uffish the Offish — Evermore Higgledy

Temperament: Cowardly — Attack 85–122 — Defense 86–122 — Mushrooms

Followers 5–8 — Cost 3

- Stay, Stay!
- Higgledy Smite
- There, There!
- Sonic Tonic!

031 Larrican the Leafy — Higgledy Stone

Temperament: Careful — Attack 73–105 — Defense 133–190 — Vegetables

Followers 5–8 — Cost 3

- Bang, Bang!
- Higgledy Rush
- Better, Better!
- Gust Buster!

032 Flippity the Fluttery — Evermore Higgledy

Temperament: Carefree — Attack 112–160 — Defense 79–113 — Light Cloth

Followers 6–10 — Cost 3

- Huff, Puff!
- Higgledy Gird
- Wallop, Wallop!
- Crit Hit!

033 Gubble the Gale-Force — Evermore Higgledy

Temperament: Outgoing — Attack 97–139 — Defense 101–145 — Lumber

Followers 6–10 — Cost 4

- Huff, Puff!
- Higgledy Daze
- Wallop, Wallop!
- Rock Shock!

034 Gosky the Grenade — Evermore Higgledy

Temperament: Outgoing — Attack 113–162 — Defense 87–124 — Light Cloth

Followers 3–4 — Cost 1

- Tick, Tock!
- Higgledy Wizz
- Better, Better!
- Heat Beater!

035 Boojum the Bombastic — Evermore Higgledy

Temperament: Careful — Attack 78–112 — Defense 83–118 — Meat

Followers 4–6 — Cost 1

- Ball, Ball!
- Higgledy Wizz
- Silly, Silly!
- Heat Beater!

036 Scroobious the Rash — Evermore Higgledy

Temperament: Cowardly — Attack 106–151 — Defense 74–106 — Ore

Followers 3–4 — Cost 1

- Same, Same!
- Higgledy Singe
- There, There!
- Sonic Tonic!

037 Topturvy the Testy — Higgledy Stone

Temperament: Cowardly — Attack 67–96 — Defense 92–132 — Sap

Followers 3–4 — Cost 1

- Scrap, Scrap!
- Higgledy Daze
- Wimpy, Wimpy!
- Fight Right!

038 Frumious the Flammable — Higgledy Stone

Temperament: Carefree — Attack 99–141 — Defense 55–79 — Wool

Followers 4–6 — Cost 1

- Scrap, Scrap!
- Higgledy Singe
- There, There!
- Smite Right!

039 Knoll the Coal-Fired — Evermore Higgledy

Temperament: Careful — Attack 79–113 — Defense 59–84 — Vegetables

Followers 4–6 — Cost 1

- Bang, Bang!
- Higgledy Heat
- Hocus, Pocus!
- Crit Hit!

040 Borogove the Burning — Evermore Higgledy

Temperament: Careful — Attack 128–182 — Defense 68–97 — Leather

Followers 3–4 — Cost 1

- More, More!
- Higgledy Singe
- Better, Better!
- Hard Guard!

041 Grabe the Glowering — Evermore Higgledy

Temperament: Carefree — Attack 89–127 — Defense 73–105 — Meat

Followers 4–6 — Cost 2

- Bang, Bang!
- Higgledy Heat
- Wallop, Wallop!
- Sonic Tonic!

042 Bandersnatch the Blazer — Evermore Higgledy

Temperament: Outgoing — Attack 83–117 — Defense 82–118 — Vegetables

Followers 4–6 — Cost 2

- Ball, Ball!
- Higgledy Daze
- Better, Better!
- Rock Shock!

043 Teakettle the Toasty — Higgledy Stone

Temperament: Cowardly — Attack 84–119 — Defense 52–75 — Heavy Cloth

Followers 5–8 — Cost 2

- More, More, More!
- Higgledy Blaze
- Hocus, Pocus!
- Hard Guard!

044 Snickersnack the Searing — Evermore Higgledy

Temperament: Outgoing — Attack 70–100 — Defense 93–133 — Ore

Followers 5–8 — Cost 2

- Batter, Batter!
- Higgledy Gird
- There, There!
- Heat Beater!

045 Bantam the Ructious Evermore Higglery — String & Cord
Temperament: Carefree — 97~138 — 60~85
Followers 4~6 — Fight, Fight! — There, There!
Cost 2 — Higgledy Sap — Rock Shock!

046 Tinder the Torch Evermore Higglery — Grains and Pulses
Temperament: Careful — 112~159 — 104~148
Followers 5~8 — Stay, Stay! — Hocus, Pocus!
Cost 3 — Higgledy Smolder — Crit Hit!

047 Slingsby the Scorcher Higglely Stone — Dairy Products
Temperament: Carefree — 139~199 — 85~121
Followers 5~8 — Fight, Fight! — Wimpy, Wimpy!
Cost 3 — Higgledy Cleanse — Fight Right!

048 Styrrup the Smelter Evermore Higglery — Ore
Temperament: Careful — 98~140 — 71~101
Followers 6~10 — Hot, Hot! — Silly, Silly!
Cost 3 — Higgledy Smolder — Heat Beater!

049 Wamble the Warm Evermore Higglery — Meat
Temperament: Carefree — 126~179 — 93~133
Followers 6~10 — Hot, Hot! — Wallop, Wallop!
Cost 4 — Higgledy Gird — Smite Right!

050 Vorpal the Volcanic Higglely Stone — Cotton
Temperament: Outgoing — 130~186 — 79~113
Followers 6~10 — More, More, More! — Hocus, Pocus!
Cost 4 — Higgledy Blaze — Hard Guard!

051 Brocken the Briny Evermore Higglery — Shells
Temperament: Outgoing — 88~126 — 111~159
Followers 3~4 — Scrap, Scrap! — Hocus, Pocus!
Cost 1 — Higgledy Wizz — Sicker Quicker!

052 Shillyshally the Shy Evermore Higglery — Seafood
Temperament: Cowardly — 65~92 — 108~154
Followers 3~4 — Higgle, Piggle! — Silly, Silly!
Cost 1 — Higgledy Buff — Sonic Tonic!

053 Skiff the Skewiff Evermore Higglery — Fish
Temperament: Carefree — 72~102 — 86~123
Followers 4~6 — More, More! — Better, Better!
Cost 1 — Higgledy Hose — Water Thwarter!

054 Haddock the Fishy Higglely Stone — Buttons
Temperament: Shy — 77~110 — 84~120
Followers 3~4 — Do It, Do It! — Hunker, Hunker!
Cost 1 — Higgledy Drip — Water Thwarter!

055 Tureen the Torrential Evermore Higglery — Coral
Temperament: Careful — 79~113 — 59~84
Followers 4~6 — More, More, More! — There, There!
Cost 1 — Higgledy Splosh — Hard Guard!

056 Daintifer the Damp Evermore Higglery — Fruit
Temperament: Shy — 54~78 — 100~143
Followers 3~4 — Bang, Bang! — Flimsy, Flimsy!
Cost 1 — Higgledy Cleanse — Rock Block!

057 Mutton-Bane the Mushy Higglely Stone — Mushrooms
Temperament: Careful — 68~97 — 90~129
Followers 4~6 — Same, Same! — Flimsy, Flimsy!
Cost 1 — Higgledy Splosh — Sicker Quicker!

058 Dishcloth the Dragony Higglely Stone — Coral
Temperament: Carefree — 91~130 — 96~138
Followers 5~8 — More, More! — Silly, Silly!
Cost 2 — Higgledy Hose — Crit Hit!

059 Trundle the Tropical Higglely Stone — Flowers
Temperament: Shy — 96~138 — 68~97
Followers 4~6 — Me, Me! — There, There!
Cost 2 — Higgledy Buoy — Rock Block!

060 Mumbian the Mover Evermore Higglery — Shells
Temperament: Outgoing — 69~99 — 95~135
Followers 4~6 — Do It, Do It! — There, There!
Cost 2 — Higgledy Heal — Sonic Tonic!

061 Droop the Drenched Evermore Higglery — Seafood
Temperament: Cowardly — 67~96 — 110~157
Followers 4~6 — Tick, Tock! — Hunker, Hunker!
Cost 2 — Higgledy Drip — Rock Block!

062 Verjuice the Valiant Evermore Higglery — Fish
Temperament: Shy — 71~102 — 92~131
Followers 5~8 — More, More, More! — There, There!
Cost 2 — Higgledy Heal — Water Thwarter!

063 Clambunctious the Calm Higglely Stone — Shells
Temperament: Cowardly — 71~101 — 110~158
Followers 5~8 — Mend, Mend! — Better, Better!
Cost 3 — Higgledy Cleanse — Sonic Tonic!

064 Shrimpers the Shantyboy Evermore Higglery — Seafood
Temperament: Shy — 103~147 — 112~160
Followers 5~8 — Me Too, Me Too! — There, There!
Cost 3 — Higgledy Wizz — Water Thwarter!

065 Mizzen the Mariner Evermore Higglery — Coral
Temperament: Carefree — 83~118 — 107~153
Followers 6~10 — Wet, Wet! — Hunker, Hunker!
Cost 3 — Higgledy Buff — Fight Right!

066 Bathys the Bold Evermore Higglery — Fish
Temperament: Careful — 75~107 — 137~196
Followers 6~10 — Wet, Wet! — Hocus, Pocus!
Cost 4 — Higgledy Buoy — Hard Guard!

067 Twinkle the Twee Higglely Stone — Fur
Temperament: Careful — 71~101 — 87~124
Followers 3~4 — Do It, Do It! — Better, Better!
Cost 1 — Higgledy Heal — Light Smiter!

068 Jubjub the Jolly Side Quest 033 — Eggs
Temperament: Outgoing — 55~79 — 99~141
Followers 4~6 — Ball, Ball! — Nocus, Pocus!
Cost 1 — Higgledy Wizz — Fight Right!

069 Bink the Blinky Evermore Higglery — Wonderwater
Temperament: Careful — 92~132 — 67~95
Followers 3~4 — Same, Same! — Better, Better!
Cost 1 — Higgledy Glow — Light Smiter!

070 Shub-Shub the Shamanic Evermore Higglery — Flowers
Temperament: Carefree — 78~112 — 101~144
Followers 3~4 — Higgle, Piggle! — Dopey, Dopey!
Cost 1 — Higgledy Cleanse — Sonic Tonic!

071 Clangle the Spangly Evermore Higglery — Dairy Products
Temperament: Cowardly — 59~84 — 92~132
Followers 3~4 — Bang, Bang! — There, There!
Cost 1 — Higgledy Glow — Sicker Quicker!

072 Ubgub the Enlightened Evermore Higglery — Crystals
Temperament: Careful — 97~139 — 106~151
Followers 3~4 — Tick, Tock! — Hocus, Pocus!
Cost 1 — Higgledy Flash — Crit Hit!



073 **Tilly-Loo the Twinkly** Higgledy Stone — Prisms
Temperament: Careful — 79~113 — 59~84
Followers 4~6 — Same, Same! — There, There!
Cost 1 — Higgledy Rouse — Hard Guard!



074 **Calooh the Carabinier** Evermore Higgledy — Thread
Temperament: Shy — 101~145 — 82~118
Followers 4~6 — Fight, Fight! — Dopey, Dopey!
Cost 2 — Higgledy Clint — Fight Right!



075 **Whiting the Lighting** Higgledy Stone — Wonderwater
Temperament: Outgoing — 58~83 — 100~143
Followers 5~80 — Dazzle, Dazzle! — Silly, Silly!
Cost 2 — Higgledy Flash — Hard Guard!



076 **Cummerbund the Clement** Evermore Higgledy — Dairy Products
Temperament: Carefree — 69~98 — 95~136
Followers 4~6 — Me, Me! — Better, Better!
Cost 2 — Higgledy Gleam — Sonic Tonic!



077 **Cruet the Sunlit** Evermore Higgledy — Cotton
Temperament: Shy — 68~97 — 108~155
Followers 5~8 — Ball, Ball! — Nocus, Pocus!
Cost 2 — Higgledy Wizz — Light Smiter!



078 **Benison the Bright** Higgledy Stone — Prisms
Temperament: Cowardly — 92~131 — 96~137
Followers 4~6 — Bang, Bang! — Nocus, Pocus!
Cost 2 — Higgledy Gleam — Hard Guard!



079 **Jumblie the Lovely** Evermore Higgledy — Secret Ingredients
Temperament: Outgoing — 111~158 — 80~114
Followers 5~8 — Higgle, Piggle! — There, There!
Cost 3 — Higgledy Daze — Fight Right!



080 **Hansom the Winsome** Evermore Higgledy — Buttons
Temperament: Shy — 73~105 — 94~135
Followers 6~10 — Dazzle, Dazzle! — Silly, Silly!
Cost 3 — Higgledy Clint — Light Smiter!



081 **Gabardine the Gawker** Higgledy Stone — Heavy Cloth
Temperament: Shy — 63~89 — 98~139
Followers 5~8 — Me, Me! — Hocus, Pocus!
Cost 3 — Higgledy Smite — Rock Block!



082 **Wangle the Angel** Evermore Higgledy — Wonderwater
Temperament: Outgoing — 82~117 — 153~218
Followers 6~10 — Double, Double! — There, There!
Cost 4 — Higgledy Heal — Crit Hit!



083 **Mome the Munificent** Side Quest 165 — Sap
Temperament: Shy — 95~136 — 122~175
Followers 6~10 — Mend, Mend! — Better, Better!
Cost 4 — Higgledy Heal — Sonic Tonic!



084 **Wroth the Wrong'un** Evermore Higgledy — Wool
Temperament: Cowardly — 107~152 — 74~105
Followers 3~4 — Same, Same! — There, There!
Cost 1 — Higgledy Heal — Sonic Tonic!



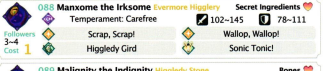
085 **Threnody the Pooped** Evermore Higgledy — Thread
Temperament: Careful — 83~118 — 118~169
Followers 3~4 — Higgle, Piggle! — Dopey, Dopey!
Cost 1 — Higgledy Heart — Hard Guard!



086 **Tulgey the Dingy** Evermore Higgledy — Cotton
Temperament: Shy — 60~86 — 78~111
Followers 4~6 — Stay, Stay! — Nocus, Pocus!
Cost 1 — Higgledy Gloom — Night Smiter!



087 **Tumtum the Terrible** Evermore Higgledy — Eggs
Temperament: Shy — 81~116 — 51~72
Followers 4~6 — Me Too, Me Too! — Better, Better!
Cost 1 — Higgledy Clipse — Sicker Quicker!



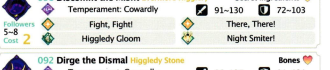
088 **Manxome the Irksome** Evermore Higgledy — Secret Ingredients
Temperament: Carefree — 102~145 — 78~111
Followers 3~4 — Scrap, Scrap! — Wallop, Wallop!
Cost 1 — Higgledy Gird — Sonic Tonic!



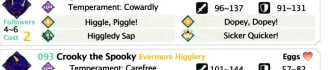
089 **Malignity the Indignity** Higgledy Stone — Bones
Temperament: Shy — 78~104 — 83~110
Followers 3~4 — Do It, Do It! — Dopey, Dopey!
Cost 1 — Higgledy Clipse — Hard Guard!



090 **Tove the Tenebrous** Higgledy Stone — Dairy Products
Temperament: Outgoing — 100~143 — 54~78
Followers 4~6 — Tick, Tock! — Wimpy, Wimpy!
Cost 1 — Higgledy Plunge — Night Smiter!



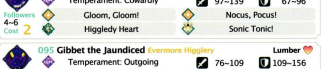
091 **Discomfit the Misfit** Evermore Higgledy — Secret Ingredients
Temperament: Cowardly — 91~130 — 72~103
Followers 5~8 — Fight, Fight! — There, There!
Cost 2 — Higgledy Gloom — Night Smiter!



092 **Dirge the Dismal** Higgledy Stone — Bones
Temperament: Cowardly — 96~137 — 91~131
Followers 4~6 — Higgle, Piggle! — Dopey, Dopey!
Cost 2 — Higgledy Sap — Sicker Quicker!



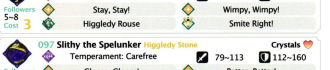
093 **Crooky the Spooky** Evermore Higgledy — Eggs
Temperament: Carefree — 101~144 — 57~82
Followers 5~8 — More, More! — Wallop, Wallop!
Cost 2 — Higgledy Plunge — Smite Right!



094 **Coronach the Cranky** Evermore Higgledy — Wool
Temperament: Cowardly — 97~139 — 67~96
Followers 4~6 — Gloom, Gloom! — Nocus, Pocus!
Cost 2 — Higgledy Heart — Sonic Tonic!



095 **Gibbet the Jaundiced** Evermore Higgledy — Lumber
Temperament: Outgoing — 76~109 — 109~156
Followers 4~6 — Bang, Bang! — Better, Better!
Cost 2 — Higgledy Glower — Crit Hit!



096 **Dimity the Dastardly** Higgledy Stone — Bones
Temperament: Cowardly — 96~137 — 72~103
Followers 5~8 — Stay, Stay! — Wimpy, Wimpy!
Cost 3 — Higgledy Rouse — Smite Right!



097 **Slithy the Spelunker** Higgledy Stone — Crystals
Temperament: Carefree — 79~113 — 112~160
Followers 5~8 — Gloom, Gloom! — Better, Better!
Cost 3 — Higgledy Glower — Hard Guard!



098 **Charnel the Churlish** Evermore Higgledy — Prisms
Temperament: Outgoing — 115~165 — 68~97
Followers 6~10 — Me Too, Me Too! — Nocus, Pocus!
Cost 3 — Higgledy Heal — Night Smiter!



099 **Brillig the Dread** Evermore Higgledy — Thread
Temperament: Cowardly — 120~172 — 97~138
Followers 6~10 — Stay, Stay! — There, There!
Cost 4 — Higgledy Sap — Sicker Quicker!



100 **Phantasmagoria the Foul** Higgledy Stone — Prisms
Temperament: Shy — 96~138 — 121~173
Followers 6~10 — Me Too, Me Too! — There, There!
Cost 4 — Higgledy Plunge — Fight Right!





Part 2 Combat Guide

There's a lot more to battling monsters than just learning to swing a sword. There are spells and abilities to master, elements to understand, and ailments to apply. The beasties you'll be battling have an arsenal of lethal attacks and you'll need an answer for each of them. Prepare to be educated in the art of combat!



Advanced Combat Training

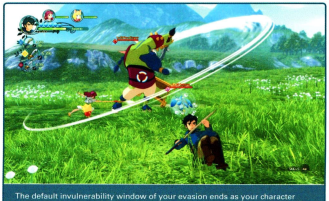
Combat in Ni no Kuni II is intuitive and fluid, but there's depth to be found within its rich battle system. This chapter will help you gain an edge in combat by imparting you with the knowledge necessary to harness each character's specific talents and skills, as well as gain a better understanding of the mechanics and systems that influence your performance during battle. Master the information provided below and you'll soon reign as king of the battlefield!

Advanced Evasion

Evading away from danger is often the safest approach, but making use of the invulnerability window provided by the evade can allow you to cleanly dodge through many attacks instead; this frequently places you outside the reach of subsequent blows and lets you retaliate much quicker by striking before your opponent has the time to recover from a big move!

Understanding precisely how invulnerability works during an evade can help you accomplish this: damage is incurred only when an attack directly connects with the very center of your character's model, so it's often possible to evade at the split second before a blow lands to avoid suffering any injuries. The invulnerability window inherent to evading takes effect the instant you input the command, and you're fully invincible until the tail end of the evade animation.

These properties are meant to punish players who evade too early, as well as reward those who stay calm and wait until the last moment before making their move. For those not entirely confident in their reflexes, there exist a few ways to extend the invulnerability window of your evasion well past its default duration; this can be done by raising the Tactic Tweaker's Untouchability slider, or by equipping gear with the Untouchable equipment skill. Remember that although this window of invulnerability is a powerful defensive tool, there are certain attacks with large areas of effect or lengthy durations that you won't be able to evade when using this method; fast sweeping strikes and slow-moving projectiles are ideal candidates, however!



The default invulnerability window of your evasion ends as your character gets back on his or her feet (or when Leander reappears); resist the temptation to evade too early when you see an enemy wind up a big attack!

Perfect Blocking

Pressing L1 just before an enemy attack connects will perform what's called a "perfect block"; this reduces the damage taken to 10% of its total value instead of 50% (or 27.5% if you've maxed-out the Durability slider in the Tactic Tweaker) and presents a few advantages over evasion in certain scenarios. Perfect blocking lets you hold your ground at the cost of a bit of HP and can leave you in a favorable position from which to counterattack against certain opponents. The vast majority of attacks can be blocked (with some exceptions), but heavier attacks will knock your character down even after successfully executing a perfect block—unless your stun resistance has been increased.

This means you'll still have to rely on evasion as your main defensive tool, but perfect blocking can allow you to greatly reduce damage taken in situations where you would otherwise have no chance to evade; this includes being cornered by screen filling attacks such as beams or shockwaves that remain active for too long to successfully evade through.

Entering the Awakened state or activating the Higgledy Heart or Higgledy Buff Special Orders found on certain Higgledy Heroes can raise your stun resistance and temporarily prevent any attack from knocking you down when executing a block or perfect block! However, it's important to note that perfect blocking cannot offer any protection against the status ailments inflicted by certain attacks.



Blocking and perfect blocking only works in a 180-degree area in front of your character; attacks coming from the back will slip through your guard and won't be blocked, so always try to face your enemies!

Block, Evade, & Skill Canceling

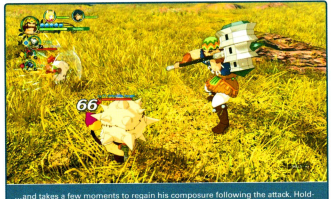
Each attack in the game features a brief recovery window that prevents you from acting freely until the move's animation has been completed; this recovery window almost always occurs past the point where the move connects with an enemy (except for a few multi-hit moves that can be canceled before all their hits have finished), and greatly varies in length depending on the attack. Light attacks typically have much shorter recovery windows (with some being almost imperceptible) whereas heavy attacks and combo ending moves come with a much longer delay. This can make such attacks feel sluggish, as you're forced to wait for their animation to finish before being able to act again; thankfully, it's often possible to cancel most of this recovery window by evading or blocking just after the active portion of an attack has ended.

Holding L1 immediately after inputting an attack command will force your character to enter a blocking state at the earliest possible point during the attack's animation—effectively canceling a portion of the recovery window. Instantly let go of L1 the moment your character puts up his or her guard to regain full control earlier than would have otherwise been possible. From there you can initiate another attack or input any other command you wish, allowing you to mitigate one of the main drawbacks that comes with performing certain heavy attacks. It's important to mention that it's impossible to cancel the (often quite lengthy) recovery window associated with skills, so keep in mind that you'll usually be left vulnerable for a moment after performing these types of moves.

Now that you've learned how to block cancel, it's a good idea to experiment with each character's offensive repertoire to find out the exact point at which their attacks can be canceled! Once you're comfortable, try canceling attacks by performing an evade instead, since this can be an effective way to perform hit and run tactics! Finally, it's also possible to cancel melee attacks at any point by activating a skill—allowing you to go all out with your offense when MP is available!



Batu's heavy attack (performed by pressing Ⓐ) presents a good way to demonstrate block-canceling. The burly sky pirate swings his giant hammer around for two full rotations...



...and takes a few moments to regain his composure following the attack. Holding L1 as soon as Batu starts spinning will force him to put up his guard and cancel the attack's entire recovery window!

MP Management

Managing your MP supply is key to success in combat, since it fuels the use of your skills and greatly affects the firing rate of your ranged attacks. You'll have to close in on your opponents and focus on using light attacks when trying to quickly replenish MP, as they generate substantially more per hit than their heavy counterparts. These attacks don't deal as much damage, but the MP gained through their use can allow you to unleash your most powerful skills more often; always keep your MP supply in mind while attacking the enemy, since sacrificing some damage in favor of gaining more MP is often advantageous in the long run!

Although each character comes equipped with 5 MP orbs by default, it's possible to raise this to a total of 6 by wearing armor with the "Wizardly" prefix. Be on the lookout for gear that gradually restores MP during battle or that lowers the MP cost of spells and Abilities, as this allows you to maximize the amount of skills and ranged attacks you're able to perform in combat. Maxing out the Dynamism slider on the Tactic Tweaker is also recommended, since you'll benefit from its 15% increase to MP gain during every encounter. Lastly, you can make use of Sixth Censers to instantly replenish some MP; this comes in handy when looking to perform charge breaks or otherwise take advantage of an opportunity to punish your opponent!



You can also cancel an attack's recovery window by evading! Repeatedly pressing L1 while holding the left analog stick away from your opponent allows you to cancel the recovery period of most attacks and evade to safety!

Charge Breaks & Break Power (CBP)

Many of the enemies in Ni no Kuni II's bestiary can perform what's called a charged attack: highly-dangerous moves that require foes to stay firmly rooted in place while they gather enough energy to unleash a devastating attack. Charged attacks often have a large area of effect and can deal tons of damage, so figuring out how to avoid them is essential to your survival against some of the game's more challenging opponents. In this case, the best defense is a good offense: by blitzing the enemy with your own powerful attacks as it begins charging up, it's possible to perform what's known as a charge break. Successfully performing a charge break cancels the charged attack and leaves your foe momentarily dazed and vulnerable to further attacks!



Enemies in the process of charging up can easily be identified by this tell-tale glowing effect as they gather energy...

A hidden charge break power (CBP) gauge determines how resistant to charge breaks a specific charged attack currently is; once this CBP gauge reaches the zero mark, a charge break is performed, and the charged attack is canceled. Each of your own attacks (including skills) feature a fixed CBP value (though this isn't displayed in the game) and striking an opponent as it's charging up will reduce its CBP gauge by your chosen attack's fixed CBP value. Abilities and spells feature much higher CBP values than normal attacks, so they prove instrumental to successfully performing charge breaks; you'll find each skill's individual CBP values listed in their respective sections further in this chapter, along with a detailed analysis of how to best use them!

There's another layer to this system, however, and it comes in the form of charge break levels: these range from level 1 all the way up to level 7, and influence the amount of CBP needed to currently perform a charge break. Every enemy capable of using charged attacks comes with its own set of CBP values across these seven distinct levels, and the first charged attack they execute during a battle always uses the values tied to that specific enemy's default charge break level; this is typically level 4, but there are a few exceptions, so we've highlighted each boss and Tainted Monster's default charge break level in their respective tables.

Charge Break CBP Requirements Per Level

1	2	3	4	5	6	7
72	120	168	240	288	360	408

The amount of CBP required to break through a boss or Tainted Monster's charged attacks is presented in tables such as this one in each foe's respective entry!

An enemy's charge break level goes down each time it successfully does a charged attack, making it easier to perform a charge break the next time it starts charging up; conversely, if you cancel your foe's charged attack, its charge break level will increase, and it'll become more difficult to break through its attack since the amount of CBP you'll need to deal will be much higher! Familiarize yourself with your own attacks' CBP values, and apply what you've learned during difficult encounters by using the charge break values displayed for each boss and Tainted Monster. Try to mentally keep track of your opponent's charge break level as the fight progresses, since this has a big impact on how you should react when another charged attack is being readied!

Critical Hits

Critical Hits are strikes that deal 50% extra damage and have a built-in chance of occurring after every hit. The vast majority of attack types (including Abilities and spells) are capable of generating Critical Hits (although Poison damage is an exception); the odds of Critical Hits happening can be increased by using the Milkmaid's Delight or Double-Down Dumplings Food Buff items, and by equipping gear such as the Adept's Ring or weapons with the "Punishing" prefix. In addition, it's possible to boost the damage bonus associated with Critical Hits by using similar means.

You can also score some guaranteed Critical Hits by attacking an enemy that's been dazed; this typically only happens after performing a charge break, so unleash everything you've got when the enemy is in that state! Speaking of enemies, they're also capable of landing their own Critical Hits, and this makes the damage potential of their attacks wildly variable. Blocking removes any chance that a Critical Hit will happen and can sometimes be preferable to performing a risky Evasive maneuver that could lead to severe or even fatal injuries if poorly timed!



Yellow damage numbers, a flashier hit effect, and a distinctive "kashing!" sound indicate that you've landed a Critical Hit!

Hit Reactions: Staggers & Knockdowns

Every attack in the game has the potential to produce what's called a hit reaction when it connects with its target. Hit reactions are split into two main reaction types: staggers and knockdowns. These two categories are further broken down into three different tiers that determine the strength of the hit reaction: weak, medium, and strong. Each attack in your arsenal (including abilities and spells) is assigned a fixed reaction type that triggers if certain conditions related to stun and stun resistance are met; the relationship between stun,

stun resistance, and hit reactions is explained further in this chapter, but the table provided here gives you a brief overview of the effect that both staggers and knockdowns have on a target once triggered.

Hit Reactions

Reaction Type	Effects
Stagger (weak)	Causes target to briefly flinch and interrupts all actions.
Stagger (medium)	Slightly increases duration of flinching animation.
Stagger (strong)	Further increases duration of flinching animation.
Knockdown (weak)	Sends target flying backwards a short distance and temporarily incapacitates it.
Knockdown (medium)	Slightly increases distance at which target gets knocked back.
Knockdown (strong)	Further increases distance at which target gets knocked back.

Stun & Stun Resistance

Each attack has an assigned stun value that influences the circumstances under which its innate hit reaction can be triggered. These stun values range from low to high, and they interact with a target's stun resistance to decide if a hit reaction will occur. Every enemy features a default stun resistance value ranging from low to immune, and any attack of equal or higher stun value than the target's default stun resistance will trigger a hit reaction when it connects. This means that the only way to cause a stagger or knockdown against an enemy with a high stun resistance, is to use an enhanced skill with a high stun rating—no attack below this stun value will be able to trigger its hit reaction in this scenario.

Stun and Stun Resistance Values

Stun Dealt	Enemy stun resistance
Very Low (light melee attacks)	Very Low
Low (light and heavy melee attacks)	Low
Medium (skills and Spinning Slice)	Medium
High (enhanced skills)	High
Extreme (only possible in Awakening state or with Higgledy Gird or Wizz Special Order buff)	Extreme
—	Immune

There's another key factor to consider, however; many foes gain a temporary increase to their stun resistance as they perform certain attacks or actions—making them extremely resilient against, or sometimes even outright immune to hit reactions. There are two ways around this: one method consists of waiting until your opponent enters a vulnerable state (where they'll usually stand around and emote for a moment), before striking with an attack of equal or greater stun value than their default stun resistance. When executed with proper timing, this technique can cause many seemingly unwavering foes to enter a knockdown state. Holding on to a maxed-out Zing gauge can allow you to punish an enemy by instantly unleashing an enhanced skill the moment it enters a vulnerable state!

There's also a way to make staggers and knockdowns effective even while an opponent's attacks grant it extreme stun resistance. It's possible to briefly turn any of your attacks featuring a high stun rating into ones capable of dealing extreme stun by snatching up one of Lofty's Golden Balls and entering the Awakening state; this bumps up the stun value of all your attacks significantly, with even low stun moves now dealing high stun values! This means you can then use enhanced skills to stagger or knockdown most tougher enemies—even as they're attacking—until your Awakening state runs out!

Yet another option involves assigning Higgledy Heroes with the Higgledy Gird or Higgledy Wizz Special Orders; these can also temporarily bump each of your attacks' stun values' up a notch, and forming a squad comprised of multiple Higgledies capable of performing these Special Orders can briefly turn you into a hit reaction inflicting monster! Keep in mind that many challenging enemies will still be outright immune to staggers or knockdowns (at least during many of their attacks), so these techniques won't be effective in every situation!



This manticore, with its high stun resistance, can't get knocked down by Evan's Kingspin since that ability only has a medium stun value...



...but the enhanced Kingspyre Ability can cause the manticore to enter a knockdown state if activated at the right moment! Simply wait until the beast enters its vulnerable state and starts roaring before striking!

Quick Recovery

Getting hit by powerful blows often sends you flying face first on the ground, and you won't be able to act again until your character gets back on his or her feet; thankfully, there are two ways to quickly regain your composure and get back in the fight! The first is a Quick Recovery using L1 after your character hits the floor; this needs to be combined with a directional input on the left analog stick to evade in the direction of your choice as you get off the ground.

The second method is quite similar, but with a few key differences; you can perform an even faster version of the Quick Recovery by pressing either ⊗, ⊙, ◎, or Ⓐ the moment you touch the ground to instantly evade in the direction opposite from the attack's point of origin. This method is recommended in most situations since it's faster, but you can't control the direction in which you evade as you get back up; this can sometimes lead you into a follow-up attack, so be careful!

Spinning Slice

The Spinning Slice is a specific melee attack performed by tilting the left analog stick toward your character's back and pressing Ⓐ. You'll need to be near an enemy to execute a Spinning Slice and it can only be done following a light, heavy, or dash attack; It's also possible to input the command while evading to force your character to perform a Spinning Slice as soon as the evasion animation is complete.



The input for the Spinning Slice is based on the position of your character relative to the camera; in the scenario presented in this image, you would have to tilt the analog stick to the right, toward Roland's back, before pressing Ⓐ!

The unique thing about Spinning Slice is that it's the only attack in your arsenal that has both a medium stun rating and doesn't require MP. This property allows it to knock down enemies with a medium stun resistance or lower (the strength of the knockdown depends on the character performing the Spinning Slice), so it's great for easily incapacitating lesser opponents. It's also great for mixing things up mid combo, since it can be inserted at any point before the combo-ending attack and deals a large amount of damage!

Awakening your Potential

Entering the Awakening state is your chance to go all out for the next 20 seconds; this refills both your HP and MP, grants immunity to all status ailments (though you can still be dazed), improves the stun rating of all your attacks, and lets you use skills and ranged attacks without any restrictions! Higgledy followers also automatically get absorbed once in Awakening mode, upgrading all your skills to their enhanced versions and generating a large volume of Higgledy Explosions to further increase their damage.

These buffs in addition to the ones granted by your Higgledy Heroes' Awakening skills transform you into a veritable juggernaut! Take advantage of your increased stun rating to lock down all but the sturdiest of opponents by repeatedly using enhanced skills to inflict nonstop hit reactions and prevent them from recovering! It's important to note that you're not invincible while in this state, however, and that your defense isn't increased unless you have the "Hard Guard!" Awakening skill; don't forget to still evade when necessary!

Though it's never guaranteed, there's a high probability that Lofty will toss out a Golden Ball at some point during lengthy battles; you can't plan your strategy around this (and that's why our boss strategies never take potential Awakenings into account), but be sure to keep an ear out for Lofty saying "All youers!", since this signals that



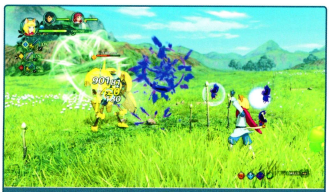
Make use of the increased stun rating granted by the Awakening state to inflict constant hit reactions and lock down your enemies! Assigning Higgledies with the "Rock Shock!" Awakening skill can improve the stun dealt even further!

a Golden Ball is coming your way! You can increase the chances of a Golden Ball appearing by researching the "Kingmaker's Bounty" and "Kingmaker's Better Bounty" topics at the Kingmaker's Cathedral facility in Evermore.

Absorbing Higgledies and Higgledy Explosions

There are two reasons to consider absorbing Higgledy followers when activating a skill: the first is to transform skills into their enhanced versions without the need for a maxed-out Zing gauge, and the second is to increase the damage and CBP dealt by generating Higgledy Explosions on impact. Each Ability and spell features an affinity with a specific element and requires a set amount of Higgledy followers of that type to be absorbed before turning into its enhanced version. This number is always either four or eight, with the most powerful spells requiring more Higgledy followers to reach their true potential.

Since Higgledies actively move around the battlefield, you won't always be surrounded by Higgledy followers readily waiting to be absorbed; focusing on raising the level of your favorite Higgledy Heroes by nurturing them at the Higglery will increase their follower counts and give you a better chance of absorbing the required amount when activating a skill. You're unable to move while absorb-



Matching the affinity type of all four assigned Higgledy Heroes to the one needed to enhance your current skill loadout can allow you to activate the most powerful versions of those skills more reliably!

ing Higgledies, but nearby Higgledy followers will begin converging on your location in an effort to lend their aid. This takes time, though, so close-range Abilities that are highly reliant on timing and positioning to be effective are usually best enhanced by using the Zing Effect instead. Look for scenarios where the enemy is readying a charged attack, or is otherwise incapacitated before absorbing Higgledies to Enhance close-range skills.

Skills that can be used from a distance don't rely as much on the enemy's positioning to be effective, and thus synergize quite nicely with Higgledy followers; the extra damage and 40 CBP dealt by each Higgledy Explosion is more than worth it, and can often allow you to perform charge breaks from a distance even when using weaker spells such as Fireball or Shock Spike. The MP cost remains the same, so try to maximize the mileage you get out of each skill by absorbing Higgledies whenever possible!

Ability and Spell Scaling

The effectiveness of each Ability and spell in the game is partly governed by the parameters of the character who wields it. Melee attack strength influences the damage dealt by Abilities that make use of close-range weapons, whereas Ranged attack strength is tied to Abilities that use long-distance weapons. Spells almost exclusively "scale" (or increase) according to your Magical attack strength (with Static Wall and Pressure Drop behaving differently, go to P54 for more info on this topic), so prioritize weapons that have higher Magical attack strength when using spells as the cornerstone of your offense.

To take full advantage of scaling and maximize the potential of your skills, it can be a good idea to equip weapons fit for different purposes in each of the three slots provided by the Arms Band; for instance, a weapon with high Melee attack strength could be quickly swapped to before activating close-range Abilities, while another slot would contain a weapon with higher Magical attack strength used for casting spells. Always try to switch to a weapon that scales best with the skill you're about to perform!

Inflicting Status Ailments

Weapons capable of inflicting a status ailment have a fixed chance to do so every time they connect with an enemy; this means that characters with fast, multi-hit attacks (such as Tani or Leader) are ideally suited for this purpose. The chance of successfully applying a status ailment is influenced by your current equipment as well as the target's resistance to that particular ailment. It's also possible to inflict status ailments by activating any offensive Ability that scales with the weapon you're currently using for this task; for example, a bow capable of inflicting the Poison status ailment allows any of Tani's bow-based Abilities, such as Burrowing Bolt and Hail of Arrows, to potentially inflict Poison on any enemies they strike. However, while this works with abilities, it won't with spells, so keep this nuance in mind when specifically aiming to debilitate your opponents!

Sleep and Confusion are easily overlooked, but they can be very powerful when properly exploited; enemies inflicted with either of these ailments will enter a vulnerable state for a moment as they're forced to emote (after waking up in the case of Sleep). You can then take advantage of this by using an enhanced skill with a high stun rating to cause a guaranteed knockdown. This technique can be repeated any time your foe falls victim to either of these status ailments and can prove devastating when paired with a weapon that has a strong chance of inflicting Sleep or Confusion. Applying Poison can deal a lot of damage and chip away at the enemy's HP, but it's best used against tougher enemies that prove resilient, since it will need time to act. Freeze is also good, but has a more muted impact during combat compared to the other status ailments.



Abilities that hit multiple times in rapid succession such as Tani's Hail of Arrows are a great way to inflict status ailments!

Exploiting Vulnerabilities

Most opponents will occasionally stop attacking and emote during battle; the animation is unique for each enemy type, but their behavior is the same; they all stand in place and either roar, scream, scratch, taunt, laugh, or otherwise idle for a few seconds. This indicates that the enemy is vulnerable—benefiting from no additional stun resistance for the duration of this animation!

There' s no damage bonus involved when striking a target while they emote, but it gives you an opening to score a guaranteed knockdown by using a fast enhanced skill with a high stun rating (such as Roland's Cross Cut); this allows you to consistently knock down opponents that would otherwise shrug off your most powerful skills by clearly signaling when it's time to strike! Exploiting this state of vulnerability is the only reliable way to inflict hit reactions on certain tougher enemies whose attacks and other actions benefit from extreme stun resistance. Hold on to a weapon with a maxed-out Zing gauge and save enough MP to immediately let loose your fastest enhanced skill the moment the enemy emotes and becomes vulnerable!

Exploiting the elemental vulnerabilities of your enemies presents an alternate way to gain an advantage; beyond using equipment and skills that feature the element to which your current target is vulnerable, there exists a set of unassuming Higgledy Special Orders comprised of "Higgledy Smolder, Buoy, Rush, Gleam, and Glower" that can temporarily imbue every single one of your attacks with a specific elemental property.

This is extremely powerful and can produce massive damage increases in situations where an opponent is especially weak against an element. For example, if a monster has -60% resistance to the Dark element, activating the Higgledy Glower Special Order can raise the damage done by every single attack (including skills that are imbued with another element) by 60% against this enemy!



This windwyrm benefits from extreme stun resistance in almost every situation and can't be staggered or knocked down by conventional means...



...but it's vulnerable while roaring and a well-timed enhanced skill can knock it down for a few seconds!

Even your Fireballs would be dealing Dark damage in this scenario! Use this guide to study the elemental weaknesses of any enemy you're having trouble with and try exploiting its vulnerability by assigning a Higgledy Hero that can imbue your attacks with the element it's weak against! For details on which Higgledy Heroes feature these Special Orders and how to befriend them, consult P.34.

Jumping Evasion

Some enemies can leap in the air and slam the ground with such force that the resulting impact creates a shockwave capable of rippling across a sizable portion of the battle area; these types of attacks can be particularly challenging to evade using conventional means, but a well-timed jump can place you out of harm's reach as the shockwave travels underneath! Try to get as much distance as possible while your opponent prepares to leap, then wait for it to take off; perform your own jump by pressing ◎ before the enemy comes back down and follow this up with a few light attacks or ranged attacks to extend your air time. This technique reduces the precision required to successfully jump over ground-based shockwaves and makes certain encounters much easier when mastered! Most enemies are briefly exposed after performing these attacks, so deal some damage before they recover!

Zing Gauge Management

Proper management of your Zing gauges can ensure you always have access to enhanced skills when you need them most. Your Zing gauges for all equipped weapons build up after each hit (though the rate depends on each weapon's Charge Build rating), so there's no need to switch between them in order to replenish their individual Zing gauges. Light attacks build up less Zing gauge per hit than heavy attacks, but the rate at which the Zing gauge replenishes is shared across all weapon types. This means slower weapons such as hammers have a tougher time building up Zing gauge, but hitting multiple targets simultaneously with moves such as Batu's spinning heavy attack can max out his weapons very quickly!

Zing Gauge Charge Build Rates

Charge Build Rate							
Light attack	10%	8%	6%	4%	3%	2%	1%
Heavy attack	15%	12%	9%	6%	5%	3%	1%
Spinning Slice	15%	12%	9%	6%	5%	3%	1%

Activating a spell with a full Zing gauge will always unleash the most powerful version available; for example, if Evan has learned both the Pyre Ball and Direball upgrades for his basic Fireball spell, then using up one of your Zing gauges to cast a Fireball will always produce the far deadlier Direball! The biggest advantage provided by the Zing Effect is that it allows you instant access to enhanced skills without having to slow down and absorb Higgledy followers; this is especially crucial when using close-range skills, since absorbing Higgledies is often much too slow and locks you in place once the process has started.

Setting the "Automatic Weapon Switching" option to Manual gives you a far greater degree of control and is recommended for players looking to maximize their effectiveness. Try to equip at least one weapon with a higher Charge Build rate even if it's weaker overall; this weaker weapon can then be used as backup whenever you need access to an enhanced skill and your stronger weapons can't get the job done. This can allow you to quickly knock down an opponent the moment it becomes vulnerable, or perform a charge break before it's too late; the damage dealt won't be as great, but the utility remains the same since both hit reactions and CBP dealt are unaffected by the strength of the weapon currently equipped!

It can sometimes be worth switching to a weapon that doesn't have a 100% Zing gauge before activating a skill; this is useful in situations where you want to hold on to a maxed-out Zing gauge in anticipation of a big charged attack or moment of vulnerability. This also holds true when Higgledy followers are nearby and can instead be used to enhance the skill you plan on activating. Note that if you absorb enough Higgledy followers to enhance a skill while the weapon you're currently using has a 100% Zing gauge, it will reset to 0% and essentially be forfeited—consider swapping to another weapon before using Higgledies to Enhance a skill since this avoids wasting a maxed-out Zing gauge!

Dash Shots

Dash Shots benefit from many properties that make them incredibly useful: they have a slower firing rate than normal ranged attacks, but cost the same amount of MP and allow you to move around the battle area while dealing damage from a distance. Dash Shots can be performed in four directions (left, right, front, and back), so they can be used to sidestep attacks, close the gap, or back away when things get heated—whittling down your opponent's HP in the process!



Dash Shots cost the same amount of MP as Normal Shots, but deal twice the amount of damage!

They're also twice as powerful as their regular counterparts, and don't require a lengthy charging process like charged shots do; this makes them quite useful when your supply of MP is running dry, since dash shots still pack quite a punch and can be used to close into melee range where you can replenish your MP using light attacks. It's important to note that the short hop performed by your characters during dash shots does not feature any window of invulnerability, so it can't be used in place of evasion or blocking.

Advanced Item Usage

The Consumables Menu can be opened at absolutely any point during battles—including when caught in the grasp of multi-hit attacks that you have no chance of surviving. If you can react quickly enough during these types of situations, it's possible to restore your HP by opening up the consumables Menu and using items before your character becomes unconscious! The same holds true for your party members, who can often be saved just before a fatal blow by using the same method. There are several types of soreaways, and you'll always want to use the right kind for the job since your supplies are limited; for example, there's no point in using a four-leafed soreaway when your character's minor injuries could have been healed with a simple soreaway instead!



You can open the consumables Menu even when taking damage! Use this to heal up before it's too late!

Sixth censers can be used to instantly replenish your MP in situations where you need to perform a charge break or exploit a vulnerability by using an enhanced skill. These can be expensive during the early portions of the game, but soon become quite affordable and should be used often during challenging encounters! Angel's tears are very pricey, so use them sparingly and only revive unconscious party members during difficult boss or Tainted Monster battles. Carrying a full stock of consumables designed to cure status ailments is also important, as some of their effects can be debilitating; Poison and Nix are both particularly dangerous and should always be removed immediately!

Food buffs are generally not necessary during regular battles, but they can make quite a difference when attempting to tackle challenging bosses or Tainted Monsters. You'll initially have to visit specific stores found in the game's various cities to purchase most foods, but completing certain Side Quests can reward you with special Cookbooks that are used to learn new recipes at Tasty's Cookshop in Evermore. For a full list of all consumables and their effects, turn to P.568.

Wisdom of the Kingmaker

Youell want to save all youer tidiest goodies for the tougher battles, mun! You can upgrade the Everyday General Store back in Evermore to get hold of the cream of the consumable crop, and youell want to do it as soon as you can, since three-leafed sore-aways are gonna be youer best friends for a good old while!

Managing Your Party Members

You can't fine tune their behavior or give them commands, but your AI-controlled party members are quite capable of holding their own during battle; they can adeptly evade enemy attacks, use skills, and generally do a solid job of staying alive during most encounters. AI-controlled party members also gain a 50% reduction to all damage received, though you'll still want to keep an eye on their HP and use consumables to prevent them from falling unconscious when necessary! Your party members can inflict status ailments if the weapons they're using have the potential to do so, and they can also help you perform charge breaks by dealing CBP while the enemy is readying a charged attack. Don't forget to select a suitable equipment and skill loadout for your party members before heading into battle, since they'll only be able to make use of the weapons and skills that have previously been assigned to them!

Taking direct control of your other party members can only be done whenever you aren't currently performing any offensive or defensive actions; this prevents you from attacking or activating a skill before immediately switching to a different party member while the other finishes the action you started. Switching characters only becomes available once you've stopped attacking, blocking, or evading! There's a small exception to this rule, however, since it's also possible to switch characters whenever you're hit by a powerful blow that knocks you to the ground. Assume control of a different party member the instant you're struck by a big hit and let the AI recover before switching back!

Finally, you can take advantage of the 50% reduction to damage that your AI party members benefit from to minimize the damage received whenever you're in a hopeless situation; if evading or blocking an incoming attack proves impossible, simply let the AI take control of your current character by switching to a different one just before the attack hits. The AI will take the blow and the 50% damage reduction will be applied! You can make use of this technique if you're having a particularly tough time avoiding a specific attack—just don't forget to heal the now injured party member afterwards!

Skills & Attack Strings

This extensive section will break down all of the skills you'll use to deal damage to the enemies in the game. We've included as much data as possible as we cover shared spells and then each character's unique skills and attack strings.

Ranged Weapons

First we'll look at the ranged options that each character has access to. There are three ranged weapon types, each shared by two characters, and each character's mobility and power will affect how they use the weapon type.

Firearms

Firearms are Roland and Bracken's weapons of choice; the bullets they fire travel in a straight line and have a good chance of hitting their mark due to their high velocity. Firearms boast the highest rate of fire of all ranged weapons and can be continuously rapid-fired as long as you have MP. Dash shots allow both firearm users to nimbly move about the battlefield, but Bracken covers more ground than Roland when doing lateral dash shots. You can usually fire up to three consecutive shots in the air, and a possible second volley if the first was started at the peak of your jump. Charging your firearm will cause it to blast a continuous stream of energy in a single direction, and each charge level increases the shot's damage by 25%. You're open to attack while charging, however, since the process forces you to remain still; timing and positioning are key when using charged shots!

Wands

Wands are used by both Evan and Leander to cast projectile orbs, and their homing properties make them especially useful when facing agile or aerial foes. Wands have the slowest firing rate of all ranged weapons but can still launch multiple orbs in quick succession; both Wand users can fire up to three orbs in succession during a jump. By charging your Wand, you can conjure multiple orbs in a circular array; you'll initially launch three at the first charge level, followed by six at the second level, and a barrage of 10 when reaching a full charge. The main advantage of the charge is the ability to fire at multiple targets within your field of view. Wands take comparatively longer to charge than other ranged weapons, however, making this difficult to pull off against more aggressive foes.

Bows

Bows are used by both Tani and Batu; the arrows they launch travel along linear paths, so landing hits against fast-moving targets can prove unreliable at long ranges. Bows fall in the middle in terms of firing rate and can deal lots of damage in a short amount of time. Batu can only fire a single arrow after jumping, whereas Tani can fire a succession of three arrows up to three times from the peak of her jump. Tani's dash shots are quick with consistent momentum, making her one of the best characters for attacking at range while avoiding enemy attacks. Batu's dash shots are comparatively limited in terms of momentum and speed. Charging your Bow will send multiple arrows fanning outwards at once, and reaching a full charge is faster than with other weapons—making it much easier to pull off in the heat of battle. Unleashing a full charge at point blank range can be extremely powerful against larger enemies!

Enhanced Skills

The stun and hit reaction data provided in the tables that follow represent the properties for the base versions of each skill, but nearly all enhanced skills produce stronger hit reactions and deal higher stun; this typically increases to the next closest rating, with a medium stun skill now dealing high stun in its enhanced form. Skills with only one enhanced version (such as Fire Pillar) will generally increase by two levels, so Fire Pillar's low stun rating becomes a high rating for Dire Pillar. The same rule applies for hit reactions, so you can always expect enhanced skills to provide an increase in those categories, and not simply deal more damage!

Shared Spells

Many of the spells available for purchase at the Evermore Spellworks can be learned by two party members; Fireball, for example, can be wielded by both Evan and Bracken, and functions identically regardless of which character casts it. This section covers everything there is to know about these shared spells.

The benefits of leveling up shared spells do not carry over to the other character capable of wielding them, so it's best to initially focus your resources on a single caster until you're able to acquire the materials necessary to bring the other up to speed; this allows you to unlock enhanced versions of spells as early as possible and greatly increases their effectiveness. Many characters can also learn unique spells that only they can wield, and you'll find the full details on these unique spells in each party member's respective section later in this chapter.

Fireball

Spell Casters

Fireball — Power 40~60 — MP 2
A searing ball of flame is conjured up and hurled at foes.

SCALING Magic — CBP 80 — STUN Low — REACTION Knockdown (weak)

x4 **Pyreball** ⇒ Can hit multiple targets. — Power 60~90 — MP 2
A big ball of flame is conjured up and hurled at enemies, exploding on impact. — CBP 120

x8 **Direball** ⇒ 4-Hits per target. — Power 80~120 — MP 2
A powerful and highly explosive ball of flame is conjured up and thrown at foes. — CBP 160

The Fireball spell hurls a searing ball of flames in a straight trajectory and deals significant Fire damage to a single foe; be sure to lock-on to the desired target before casting this spell, as it will otherwise head directly for the nearest enemy. Fireballs are best used against opponents that are weak against Fire, but they're also well-suited for dealing damage to a target at range or for taking down pesky aerial foes; they'll curve slightly to track moving targets, but more agile enemies can often move out of their way—select your targets wisely, since the MP cost can be steep! Basic Fireballs only hit once and don't deal much in the way of CBP, so it's generally best to avoid using them when looking to perform a charge break unless Higgledy followers have first been absorbed!

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	40	—	—	—	—	—	—
2	43	200 G	Fresh Wonderw. x2 ★1	Lightweight Lumber x1 ★1	Ruby Huebloom x1 ★1	—	—
3	45	300 G	Fresh Wonderw. x3 ★1	Lightweight Lumber x2 ★1	Ruby Huebloom x2 ★1	—	—
4	48	500 G	Holy Wonderw. x2 ★1	Lumpen Lumber x1 ★1	Ruby Huebloom x2 ★1	—	—
5	50	700 G	Holy Wonderw. x2 ★1	Lumpen Lumber x1 ★1	Ruby Huebloom x2 ★1	—	—
6	51	900 G	Holy Wonderw. x3 ★1	Lumpen Lumber x2 ★1	Ruby Huebloom x3 ★1	—	—
7	52	1200 G	Babbling Wonderw. x3 ★2	Solid Lumber x1 ★2	Ruby Huebloom x2 ★1	Red Prisms x1 ★2	—
8	53	1500 G	Babbling Wonderw. x4 ★2	Solid Lumber x1 ★2	Ruby Huebloom x3 ★1	Red Prisms x1 ★2	—
9	54	1800 G	Babbling Wonderw. x4 ★2	Solid Lumber x2 ★2	Ruby Huebloom x3 ★1	Red Prisms x2 ★2	—
10	55	2200 G	Oasis Wonderw. x3 ★2	Coarse-Grained Lumber x1 ★2	Ruby Huebloom x3 ★1	Red Prisms x1 ★2	—
11	56	2600 G	Oasis Wonderw. x4 ★2	Coarse-Grained Lumber x2 ★2	Ruby Huebloom x4 ★1	Red Prisms x2 ★2	—
12	57	3000 G	Oasis Wonderw. x4 ★2	Coarse-Grained Lumber x2 ★2	Ruby Huebloom x4 ★1	Red Prisms x2 ★2	—
13	58	3500 G	Simmering Wonderw. x3 ★3	Fine-Grained Lumber x2 ★3	Amethyst Huebloom x2 ★3	Inferno Crystal Cluster x2 ★4	Sunset Prism x1 ★3
14	59	4000 G	Simmering Wonderw. x4 ★3	Fine-Grained Lumber x3 ★3	Amethyst Huebloom x3 ★3	Inferno Crystal Cluster x3 ★4	Sunset Prism x2 ★3
15	60	4500 G	Simmering Wonderw. x5 ★3	Fine-Grained Lumber x4 ★3	Amethyst Huebloom x4 ★3	Inferno Crystal Cluster x4 ★4	Sunset Prism x2 ★3

Enhanced Versions

The Pyreball represents a considerable upgrade in damage and generates a small explosion upon impact; this makes it most effective when hurled at tightly-clustered groups of enemies. In addition, it features medium stun potential and can knock foes farther away; since the Pyreball deals 50% more CBP than a regular Fireball, it also stands a better chance of performing a charge break when in a pinch!

There's no mistaking the upgrade that the Direball represents over its weaker incarnations, as it now creates an impressively large explosion upon impact and hits all enemies caught within its searing grasp four times. It also comes equipped with high stun rating and has the ability to send even sturdier foes flying backwards. Each of the Direball's four hits deals 40CBP (for a total of 160), so this enhanced spell proves to be a solid choice when attempting to perform a charge break.

Upgrade Details

Pyreball Level	Pyreball Power	Direball Level	Direball Power
5	60	5	80
6	62	6	80
7	64	7	80
8	66	8	80
9	68	9	80
10	70	10	80
11	74	11	88
12	78	12	96
13	82	13	104
14	86	14	112
15	90	15	120

Acquisition

Pyreball — 1500 G		Direball — 5000 G	
REQUIRES Facility Lv. 1, Lv. 1 Spell Development		REQUIRES Facility Lv. 3, Lv. 4 Spell Development	
Item 1	Holy Wonderwater x5 ★1	Item 1	Oasis Wonderwater x11 ★2
Item 2	Lumpen Lumber x3 ★1	Item 2	Coarse-Grained Lumber x4 ★2
Item 3	Ruby Huebloom x5 ★1	Item 3	Ruby Huebloom x11 ★1
Item 4	—	Item 4	Red Prisms x4 ★2
Item 5	—	Item 5	—



The small explosion created by the Pyreball can hit multiple grouped-up foes!

Pyre Pillar

Pyre Pillar conjures up a tower of flames that envelops its main target and any nearby foes in a swirling inferno of death. This spell costs more MP than a Fireball but is great for taking out groups of enemies since it hits five times before dissipating. Each hit generated by the Pyre Pillar deals 20CBP (for a total of 100), so don't rely on it to consistently perform charge breaks. Pyre Pillar's low stun potential means it can't inflict hit reactions against enemies with a medium or higher stun resistance, but lesser foes are guaranteed to get blown away and knocked down—if they survive this burning maelstrom in the first place!

Spell Casters

Pyre Pillar

Power	MP
50~90	3

A maelstrom of flame is conjured up, doing damage to all foes it strikes.

SCALING Magic **CBP** 100 **STUN** Low **REACTION** Knockdown (medium)

x8 **Dire Pillar** ⇒ Larger area of effect. 90~140 3

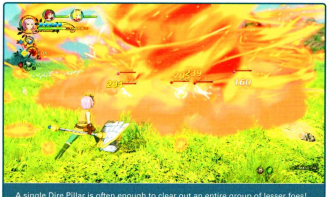
A ferocious firestorm deals damage to enemies over a wide area. **CBP** 180

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	50	300	Babbling Wonderw. x2 ★2	Copper Nugget x2 ★1	Lumpen Lumber x1 ★1	—	—
2	53	400	Babbling Wonderw. x3 ★2	Copper Nugget x3 ★1	Lumpen Lumber x1 ★1	—	—
3	55	500	Babbling Wonderw. x3 ★2	Copper Nugget x3 ★1	Lumpen Lumber x2 ★1	—	—
4	58	700	Oasis Wonderw. x2 ★2	Steely Nugget x2 ★2	Solid Lumber x1 ★2	Hardwearing Wool x1 ★2	—
5	60	900	Oasis Wonderw. x3 ★2	Steely Nugget x3 ★2	Solid Lumber x2 ★2	Hardwearing Wool x2 ★2	—
6	62	1100	Oasis Wonderw. x4 ★2	Steely Nugget x4 ★2	Solid Lumber x2 ★2	Hardwearing Wool x2 ★2	—
7	64	1400	Simmering Wonderw. x3 ★3	Gold Nugget x2 ★3	Coarse-Grained Lumber x2 ★2	Comfy Cloth x1 ★2	—
8	66	1700	Simmering Wonderw. x4 ★3	Gold Nugget x3 ★3	Coarse-Grained Lumber x3 ★2	Comfy Cloth x2 ★2	—
9	68	2000	Simmering Wonderw. x5 ★3	Gold Nugget x4 ★3	Coarse-Grained Lumber x4 ★2	Comfy Cloth x2 ★2	—
10	70	2400	Simmering Wonderw. x3 ★3	Somnium Nugget x3 ★4	Cuddlywarm Cotton x2 ★4	Inferno Crystal Cluster x2 ★4	Sunset Prism x1 ★3
11	74	2800	Simmering Wonderw. x4 ★3	Somnium Nugget x4 ★4	Cuddlywarm Cotton x3 ★4	Inferno Crystal Cluster x3 ★4	Sunset Prism x2 ★3
12	78	3200	Simmering Wonderw. x6 ★3	Somnium Nugget x6 ★4	Cuddlywarm Cotton x4 ★4	Inferno Crystal Cluster x4 ★4	Sunset Prism x3 ★3
13	82	3800	Hellish Wonderw. x3 ★4	Nocturnium Nugget x3 ★4	Cuddlywarm Cotton x3 ★4	Inferno Crystal Cluster x2 ★4	Sunset Prism x1 ★3
14	86	4400	Hellish Wonderw. x4 ★4	Nocturnium Nugget x4 ★4	Cuddlywarm Cotton x4 ★4	Inferno Crystal Cluster x3 ★4	Sunset Prism x2 ★3
15	90	5000	Hellish Wonderw. x6 ★4	Nocturnium Nugget x6 ★4	Cuddlywarm Cotton x6 ★4	Inferno Crystal Cluster x5 ★4	Sunset Prism x3 ★3



Pyre Pillar's impressive height allows it to reach aerial targets and force them to the ground!



A single Dire Pillar is often enough to clear out an entire group of lesser foes!

Enhanced Version

Dire Pillar summons forth a much larger tower of flames and deals significantly more damage than its basic version; each of its five hits now causes 36CBP (for a total of 180), which elevates the spell's viability when it comes to performing charge breaks. Dire Pillar also features a high stun rating and its final hit can send sturdier foes into a knockdown state if used at the right moment!

Acquisition

Dire Pillar 5500

REQUIRES Facility Lv. 3, Lv. 5 Spell Development

Item 1	Simmering Wonderwater x12 ★3
Item 2	Somnium Nugget x12 ★4
Item 3	Cuddlywarm Cotton x8 ★4
Item 4	Inferno Crystal Cluster x8 ★4
Item 5	Sunset Prism x4 ★3

Upgrade Details

Dire Pillar

Level	Power
5	90
6	90
7	90
8	90
9	90
10	90
11	100
12	110
13	120
14	130
15	140

Water Balloon

Spell Casters

Water Balloon — Power 40~70 — MP 2

Conjures up a ball of water that is then hurled at enemies.

SCALING Magic **CBP** 80 **STUN** Low **REACTION** Knockdown (weak)

x4 **Water Bomb** ⇒ Can hit multiple targets. 60~90 — 2
Conjures up a big ball of water that explodes on impact with enemies. **CBP** 120

x8 **Water Blast** ⇒ 4-Hits per target. 80~120 — 2
Conjures up an enormous ball of water that explodes dramatically on impact. **CBP** 160

Water Balloon creates a ball of liquid that is then launched toward a single target in a linear trajectory. This spell is the watery equivalent of the Fireball and behaves identically; it's a great choice against enemies weak against Water and a good way to take down flying opponents—as well as any that are out of reach of your powerful melee skills. Casting Water Balloon is expensive at 2MP, so try to maximize your damage output by absorbing any nearby Higgledy followers whenever a good opportunity presents itself! Since Water Balloon only hits once and has a relatively weak CBP value, it's best to rely on other options when looking to perform charge breaks, unless you're able to generate Higgledy Explosions to bolster the CBP dealt.

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	40	—	—	—	—	—	—
2	53	200 G	Fresh Wonderw. x2 ★1	Comely Coral x1 ★1	Sapphire Huebloom x1 ★1	—	—
3	55	300 G	Fresh Wonderw. x3 ★1	Comely Coral x2 ★1	Sapphire Huebloom x2 ★1	—	—
4	58	500 G	Holy Wonderw. x2 ★1	Bonsai Coral x1 ★1	Sapphire Huebloom x2 ★1	—	—
5	60	700 G	Holy Wonderw. x2 ★1	Bonsai Coral x1 ★1	Sapphire Huebloom x2 ★1	—	—
6	61	900 G	Holy Wonderw. x3 ★1	Bonsai Coral x2 ★1	Sapphire Huebloom x3 ★1	—	—
7	62	1200 G	Babbling Wonderw. x3 ★2	Briar Coral x1 ★2	Sapphire Huebloom x2 ★1	Blue Prisms x1 ★2	—
8	63	1500 G	Babbling Wonderw. x4 ★2	Briar Coral x1 ★2	Sapphire Huebloom x3 ★1	Blue Prisms x1 ★2	—
9	64	1800 G	Babbling Wonderw. x4 ★2	Briar Coral x2 ★2	Sapphire Huebloom x3 ★1	Blue Prisms x2 ★2	—
10	65	2200 G	Oasis Wonderw. x3 ★2	Pincushion Coral x1 ★2	Sapphire Huebloom x3 ★1	Blue Prisms x1 ★2	—
11	66	2600 G	Oasis Wonderw. x4 ★2	Pincushion Coral x2 ★2	Sapphire Huebloom x4 ★1	Blue Prisms x2 ★2	—
12	67	3000 G	Oasis Wonderw. x4 ★2	Pincushion Coral x2 ★2	Sapphire Huebloom x4 ★1	Blue Prisms x2 ★2	—
13	68	3500 G	Shivering Wonderw. x3 ★3	Jade Coral x2 ★3	Amethyst Huebloom x2 ★3	Glacier Crystal Cluster x2 ★4	Ice Prism x1 ★3
14	69	4000 G	Shivering Wonderw. x4 ★3	Jade Coral x3 ★3	Amethyst Huebloom x3 ★3	Glacier Crystal Cluster x3 ★4	Ice Prism x2 ★3
15	70	4500 G	Shivering Wonderw. x5 ★3	Jade Coral x4 ★3	Amethyst Huebloom x4 ★3	Glacier Crystal Cluster x4 ★4	Ice Prism x2 ★3

Enhanced Versions

Water Bomb features an increase in damage and generates a small watery explosion when the balloon crashes into its target; this makes it possible for the spell to hit a group of tightly-clustered enemies with a single cast. Water Bomb also features a medium stun rating and deals 120 CBP, improving its chances of causing a charge break or temporarily incapacitating a foe.

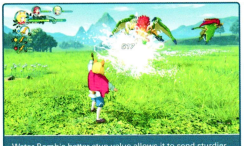
Water Blast conjures up a larger projectile that generates a massive bubble upon impact—saturating anything it comes into contact with and hitting four times before dissipating. A single cast of Water Blast is often enough to take out entire groups of lesser foes thanks to its higher damage values and large range. This enhanced spell also deals 40CBP per hit (for a total of 160), so it's a good candidate when looking to perform a charge break.

Upgrade Details

Water Bomb		Water Blast	
Level	Power	Level	Power
5	60	5	80
6	62	6	80
7	64	7	80
8	66	8	80
9	68	9	80
10	70	10	80
11	74	11	88
12	78	12	96
13	82	13	104
14	86	14	112
15	90	15	120

Acquisition

Water Bomb	1500 G	Water Blast	5000 G
REQUIRES Facility Lv. 1, Lv. 1 Spell Development		REQUIRES Facility Lv. 3, Lv. 4 Spell Development	
Item 1	Holy Wonderwater x5 ★1	Item 1	Oasis Wonderwater x11 ★2
Item 2	Bonsai Coral x3 ★1	Item 2	Pincushion Coral x4 ★2
Item 3	Sapphire Huebloom x5 ★1	Item 3	Sapphire Huebloom x11 ★1
Item 4	—	Item 4	Blue Prisms x4 ★2
Item 5	—	Item 5	—



Water Bomb's better stun value allows it to send sturdier foes into a knockdown state!

Water Pistol

Water Pistol lets loose a jet of water in a straight trajectory; this powerful spell deals Water damage to anything in its path and is capable of piercing through targets. It does come with some drawbacks, however; it's quite poor at tracking targets as they move and will instead fire at the position of the currently locked-on enemy as you began casting the spell. Water Pistol also has a fairly short range, so it's important that you always move in close to your target in order to avoid wasting your MP! Nevertheless, Water Pistol can be quite potent when fighting enemies that are weak against this element—just don't try to use it against aerial foes, since the spell can't be aimed upwards and will completely miss!

Spell Casters

Water Pistol — Power 60~80 — MP 3

A powerful jet of water is blasted at unsuspecting enemies.

SCALING Magic | CBP 120 | STUN Low | REACTION Knockdown (medium)

x8 **Water Spout** ⇒ Wider beam, better range. — 100~150 — 3

An enormously powerful jet of water is blasted at unsuspecting enemies. — CBP 200

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	60	300 G	Babbling Wonderw. x2 ☆2	High Tide Shell x2 ☆1	Bonsai Coral x1 ☆1	—	—
2	63	400 G	Babbling Wonderw. x3 ☆2	High Tide Shell x3 ☆1	Bonsai Coral x1 ☆1	—	—
3	65	500 G	Babbling Wonderw. x3 ☆2	High Tide Shell x3 ☆1	Bonsai Coral x2 ☆1	—	—
4	68	700 G	Oasis Wonderw. x2 ☆2	Waveskater Shell x2 ☆2	Briar Coral x2 ☆2	Stonewashed Cloth x1 ☆1	—
5	70	900 G	Oasis Wonderw. x3 ☆2	Waveskater Shell x3 ☆2	Briar Coral x3 ☆2	Stonewashed Cloth x2 ☆1	—
6	71	1100 G	Oasis Wonderw. x4 ☆2	Waveskater Shell x4 ☆2	Briar Coral x4 ☆2	Stonewashed Cloth x2 ☆1	—
7	72	1400 G	Shivering Wonderw. x3 ☆3	Whirlpool Shell x2 ☆3	Pincushion Coral x2 ☆2	Cool Cloth x1 ☆3	—
8	73	1700 G	Shivering Wonderw. x4 ☆3	Whirlpool Shell x3 ☆3	Pincushion Coral x3 ☆2	Cool Cloth x2 ☆3	—
9	74	2000 G	Shivering Wonderw. x5 ☆3	Whirlpool Shell x4 ☆3	Pincushion Coral x4 ☆2	Cool Cloth x2 ☆3	—
10	75	2400 G	Shivering Wonderw. x3 ☆3	Littlehorn Shell x3 ☆4	Frostyfluff Cotton x2 ☆3	Glacier Crystal Cluster x2 ☆4	Ice Prism x1 ☆3
11	76	2800 G	Shivering Wonderw. x4 ☆3	Littlehorn Shell x4 ☆4	Frostyfluff Cotton x3 ☆3	Glacier Crystal Cluster x3 ☆4	Ice Prism x2 ☆3
12	77	3200 G	Shivering Wonderw. x6 ☆3	Littlehorn Shell x6 ☆4	Frostyfluff Cotton x4 ☆3	Glacier Crystal Cluster x4 ☆4	Ice Prism x3 ☆3
13	78	3800 G	Hellish Wonderw. x3 ☆4	Bighorn Shell x3 ☆4	Frostyfluff Cotton x3 ☆3	Glacier Crystal Cluster x2 ☆4	Ice Prism x1 ☆3
14	79	4400 G	Hellish Wonderw. x4 ☆4	Bighorn Shell x4 ☆4	Frostyfluff Cotton x4 ☆3	Glacier Crystal Cluster x3 ☆4	Ice Prism x2 ☆3
15	80	5000 G	Hellish Wonderw. x6 ☆4	Bighorn Shell x6 ☆4	Frostyfluff Cotton x6 ☆3	Glacier Crystal Cluster x5 ☆4	Ice Prism x3 ☆3



Water Pistol can pierce through its main target and strike any enemies behind it as well! Line 'em up, and knock 'em down!



Its slightly increased range is a nice bonus, but you'll still need to lock-on to your target and move into position before unleashing the powerful Water Spout spell!

Enhanced Version

Water Spout features vastly improved damage over its basic version, making it highly effective against foes with a weakness to the Water element. This enhanced spell now deals a respectable 200CBP, so it can be used to single-handedly perform a charge break once the enemy's charge break Value goes down to Lvl. 3 or lower. Water Spout's ability to stun foes is also improved, so hitting larger targets with a well-timed pressurized blast can often cause a knockdown!

Acquisition

Water Spout — 5500 G

REQUIRES Facility Lv. 3, Lv. 5 Spell Development

Item 1	Shivering Wonderwater x12 ☆3
Item 2	Littlehorn Shell x12 ☆4
Item 3	Frostyfluff Cotton x8 ☆3
Item 4	Glacier Crystal Cluster x8 ☆4
Item 5	Ice Prism x4 ☆3

Upgrade Details

Water Spout

Level	Power
5	100
6	100
7	100
8	100
9	100
10	100
11	110
12	120
13	130
14	140
15	150

Lifeline

Spell Casters

Lifeline

Brings back incapacitated allies, and heals everyone's HP as well.

Power	MP
10~40	5

SCALING Magic CBP N/A STUN N/A REACTION N/A



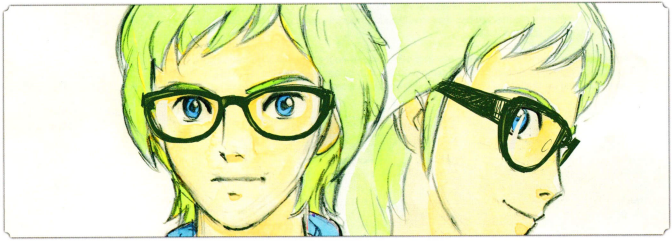
Lifeline covers the entire battle area, so there's no need to position yourself near fallen party members for it to take effect!

Casting Lifeline revives all unconscious party members and restores a bit of HP to the entire party; characters that aren't unconscious will also benefit from this spell's healing effects, though it's not worth casting purely for this purpose unless it's been fully leveled up. The amount of HP restored by Lifeline is initially quite minimal, but at higher levels, it becomes capable of recovering most of your party's HP. Lifeline requires a total of 5MP to cast, so it's extremely expensive; nevertheless, it can turn the tide of battle and get your party back in fighting shape when used in the right situation.

Lifeline takes over five seconds to fully cast and leaves you entirely vulnerable, so always make sure you're safe before activating it. Most enemy attacks can interrupt the casting process, but thankfully, the MP used to cast the spell won't be lost if this happens. Another thing to consider is that Lifeline takes up a slot in your skill palette, so it slightly limits the caster's offensive options. Finally, there's no enhanced version of this spell, so absorbing Higgledy followers has no impact on the results.

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	10	400 G	Oasis Wonderw. x3 ★2	Polyparrot Feather x3 ★2	Seraphic Silk x2 ★3	Coral Huebloom x3 ★1	—
2	13	500 G	Oasis Wonderw. x4 ★2	Polyparrot Feather x4 ★2	Seraphic Silk x3 ★3	Coral Huebloom x4 ★1	—
3	15	600 G	Oasis Wonderw. x4 ★2	Polyparrot Feather x4 ★2	Seraphic Silk x4 ★3	Coral Huebloom x4 ★1	—
4	18	800 G	Shivering Wonderw. x3 ★3	Slumbergull Feather x3 ★3	Spectral Silk x2 ★4	Amethyst Huebloom x3 ★3	—
5	20	1000 G	Shivering Wonderw. x4 ★3	Slumbergull Feather x4 ★3	Spectral Silk x3 ★4	Amethyst Huebloom x4 ★3	—
6	22	1200 G	Shivering Wonderw. x5 ★3	Slumbergull Feather x5 ★3	Spectral Silk x4 ★4	Amethyst Huebloom x5 ★3	—
7	24	1500 G	Heavenly Wonderw. x4 ★4	Arrowhawk Feather x3 ★4	Spritefire Silk x2 ★4	Diamond Huebloom x3 ★4	Enigma Prism x1 ★4
8	26	1800 G	Heavenly Wonderw. x5 ★4	Arrowhawk Feather x4 ★4	Spritefire Silk x3 ★4	Diamond Huebloom x4 ★4	Enigma Prism x2 ★4
9	28	2100 G	Heavenly Wonderw. x7 ★4	Arrowhawk Feather x6 ★4	Spritefire Silk x5 ★4	Diamond Huebloom x6 ★4	Enigma Prism x3 ★4
10	30	2500 G	Blissful Wonderw. x3 ★5	Everwing Feather x2 ★5	Fairy's Breath Silk x1 ★5	Onyx Huebloom x2 ★5	Dream Prism x1 ★4
11	32	2900 G	Blissful Wonderw. x5 ★5	Everwing Feather x4 ★5	Fairy's Breath Silk x2 ★5	Onyx Huebloom x4 ★5	Dream Prism x2 ★4
12	34	3300 G	Blissful Wonderw. x6 ★5	Everwing Feather x5 ★5	Fairy's Breath Silk x4 ★5	Onyx Huebloom x5 ★5	Dream Prism x4 ★4
13	36	3800 G	Enlightened Wonderw. x2 ★5	Neverwing Feather x2 ★5	Celestial Silk x1 ★5	Opal Huebloom x2 ★5	Polestar Prism x1 ★5
14	38	4400 G	Enlightened Wonderw. x4 ★5	Neverwing Feather x4 ★5	Celestial Silk x2 ★5	Opal Huebloom x4 ★5	Polestar Prism x2 ★5
15	40	5000 G	Enlightened Wonderw. x5 ★5	Neverwing Feather x5 ★5	Celestial Silk x4 ★5	Opal Huebloom x5 ★5	Polestar Prism x4 ★5



Static Wall

Static Wall sends out a powerful wave of energy in a fan-like pattern in front of the caster. The unique thing about this spell is that its effectiveness scales with the user's Physical attack parameter instead of relying on the Magical attack value that typically influences a spell's performance. Since Static Wall deals Magic damage, it allows Roland and Bracken to leverage their strong Melee attack values to deal a significant amount of Magical damage against enemies with high Physical but low Magical defense.

This unorthodox spell has limited reach, but it's capable of passing through enemies and therefore excels against groups of tightly-clustered opponents. Static Wall is quick to cast, so try to position yourself directly in front of a pack of lesser foes before knocking them down with this spell; this basic version only deals a medium amount of stun, however, so it won't cause any reaction against sturdier enemies. Static Wall doesn't pack much of a punch in the CBP department either, so it shouldn't be used when attempting to perform charge breaks.

Spell Casters

Static Wall — Power 30~50 — MP 2

Emits a shockwave whose power depends on the caster's melee strength.

SCALING Melee **CBP** 60 **STUN** Low **REACTION** Knockdown (weak)

x4 **Static Squall** ⇒ Larger area of effect. — Power 50~80 — MP 2

Emits a large shockwave whose power depends on the caster's melee strength. **CBP** 110

x8 **Static Storm** ⇒ Even larger area of effect. — Power 70~110 — MP 2

Emits a huge shockwave whose power depends on the caster's melee strength. **CBP** 140

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	30	100 G	Fresh Wonderw. x2 ☆1	Iron Nugget x2 ☆1	Shaggy Fur x1 ☆1	—	—
2	33	200 G	Fresh Wonderw. x2 ☆1	Iron Nugget x2 ☆1	Shaggy Fur x1 ☆1	—	—
3	35	300 G	Fresh Wonderw. x3 ☆1	Iron Nugget x3 ☆1	Shaggy Fur x2 ☆1	—	—
4	38	500 G	Holy Wonderw. x2 ☆1	Copper Nugget x2 ☆1	Rugged Fur x1 ☆1	—	—
5	40	700 G	Holy Wonderw. x2 ☆1	Copper Nugget x2 ☆1	Rugged Fur x1 ☆1	—	—
6	41	900 G	Holy Wonderw. x3 ☆1	Copper Nugget x3 ☆1	Rugged Fur x2 ☆1	—	—
7	42	1200 G	Babbling Wonderw. x3 ☆2	Silver Nugget x3 ☆2	Fierce Fur x2 ☆2	Cozy Cloth x1 ☆2	—
8	43	1500 G	Babbling Wonderw. x4 ☆2	Silver Nugget x4 ☆2	Fierce Fur x3 ☆2	Cozy Cloth x1 ☆2	—
9	44	1800 G	Babbling Wonderw. x4 ☆2	Silver Nugget x4 ☆2	Fierce Fur x3 ☆2	Cozy Cloth x2 ☆2	—
10	45	2200 G	Oasis Wonderw. x3 ☆2	Steely Nugget x3 ☆2	Fearless Fur x2 ☆2	Bully Button x1 ☆2	—
11	46	2600 G	Oasis Wonderw. x4 ☆2	Steely Nugget x4 ☆2	Fearless Fur x3 ☆2	Bully Button x2 ☆2	—
12	47	3000 G	Oasis Wonderw. x4 ☆2	Steely Nugget x4 ☆2	Fearless Fur x4 ☆2	Bully Button x2 ☆2	—
13	48	3500 G	Simmering Wonderw. x3 ☆3	Gold Nugget x3 ☆3	Super-Cool Fur x2 ☆4	Giant Ribcage x2 ☆3	Grumpy Lumber x1 ☆4
14	49	4000 G	Simmering Wonderw. x4 ☆3	Gold Nugget x4 ☆3	Super-Cool Fur x3 ☆4	Giant Ribcage x3 ☆3	Grumpy Lumber x2 ☆4
15	50	4500 G	Simmering Wonderw. x5 ☆3	Gold Nugget x5 ☆3	Super-Cool Fur x4 ☆4	Giant Ribcage x4 ☆3	Grumpy Lumber x2 ☆4

Enhanced Versions

Static Squall widens the spell's horizontal range and increases its damage dealing potential. These improvements make it easier to take out entire groups in one fell swoop, and the medium stun it now deals allows it to potentially knock down a wider range of enemies. It also pushes enemies back further as they get blown away, so it can help whenever you need a bit of breathing room. Its CBP value is also improved, but there are better options that should be considered before using Static Squall to break through an enemy's charged attack.

The strong energy surge generated by Static Storm is even wider than that of its predecessor, and the spell is now capable of dealing substantial damage to any nearby opponents in the caster's field of vision. Leveling up Static Wall can transform this spell into a potent damage dealing option,

Upgrade Details

Static Squall		Static Storm	
Level	Power	Level	Power
5	50	5	70
6	52	6	70
7	54	7	70
8	56	8	70
9	58	9	70
10	60	10	70
11	64	11	78
12	68	12	86
13	72	13	94
14	76	14	102
15	80	15	110

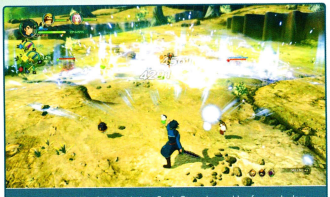
Acquisition

Static Squall — 1500 G		Static Storm — 5000 G	
REQUIRES Facility Lv. 1, Lv. 2 Spell Development		REQUIRES Facility Lv. 2, Lv. 3 Spell Development	
Item 1	Holy Wonderwater x5 ☆1	Item 1	Oasis Wonderwater x11 ☆2
Item 2	Copper Nugget x5 ☆1	Item 2	Steely Nugget x11 ☆2
Item 3	Rugged Fur x3 ☆1	Item 3	Fearless Fur x7 ☆2
Item 4	—	Item 4	Bully Button x4 ☆2
Item 5	—	Item 5	—

especially when paired with a high Melee attack rating. Static Storm also presents a bump in both stun and CBP values, improving its ability to knock down foes and perform charge breaks. It's possible to quickly cast two Static Storms in a row (if you have the necessary MP) by swapping between two weapons with full Zing gauges; this can be useful when looking to break through an opponent's charged attack since you'll have time to deal a respectable 280CBP—enough to take care of nearly every Lvl. 4 charged attack or lower.



Static Wall is great for knocking down groups of foes with medium or low stun resistance!



For the cost of MP, a fully leveled-up Static Storm is capable of severely damaging entire groups of smaller enemies with almost no casting time involved!

Pressure Drop

Spell Casters

Pressure Drop
Summons a ball of energy that's low on damage, but can stun foes to a stop.

Power	MP
10~30	2

SCALING Magic **CBP** 50 **STUN** Medium **REACTION** Knockdown (medium)

Pressure Drop creates a forceful energy blast that expands outward from the caster's location like a bubble. This spell deals minimal amounts of Magic damage, but its main purpose is to repel groups of smaller enemies and blow them away into a knockdown state; it works against airborne targets as well, and can send those crashing down to the ground where they'll be within reach of your stronger attacks. Pressure Drop features a medium stun rating, so avoid using it against sturdier opponents since it won't have much of an impact. This spell is quite weak in terms of CBP dealt, so it should also never be used when trying to break through an opponent's charged attacks.



Pressure Drop can send packs of bothersome flying enemies crashing to the ground, where they can be easily dealt with!

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	10	400 G	Oasis Wonderw. x3 ★2	Sour Sap x3 ★2	Coarse-Grained Lumber x2 ★2	Candy-Owl Feather x2 ★2	—
2	13	500 G	Oasis Wonderw. x4 ★2	Sour Sap x4 ★2	Coarse-Grained Lumber x3 ★2	Candy-Owl Feather x3 ★2	—
3	15	600 G	Oasis Wonderw. x4 ★2	Sour Sap x4 ★2	Coarse-Grained Lumber x4 ★2	Candy-Owl Feather x4 ★2	—
4	18	800 G	Simmering Wonderw. x3 ★3	Sweet Sap x3 ★4	Jolly Lumber x1 ★3	Cloud Crow Feather x2 ★3	—
5	20	1000 G	Simmering Wonderw. x4 ★3	Sweet Sap x4 ★4	Jolly Lumber x2 ★3	Cloud Crow Feather x3 ★3	—
6	21	1200 G	Simmering Wonderw. x5 ★3	Sweet Sap x5 ★4	Jolly Lumber x2 ★3	Cloud Crow Feather x4 ★3	—
7	22	1500 G	Heavenly Wonderw. x4 ★4	Inky Sap x3 ★4	Grumpy Lumber x2 ★4	Arrowhawk Feather x2 ★4	Dark Crystal x1 ★3
8	23	1800 G	Heavenly Wonderw. x5 ★4	Inky Sap x4 ★4	Grumpy Lumber x3 ★4	Arrowhawk Feather x3 ★4	Dark Crystal x2 ★3
9	24	2100 G	Heavenly Wonderw. x7 ★4	Inky Sap x6 ★4	Grumpy Lumber x5 ★4	Arrowhawk Feather x5 ★4	Dark Crystal x3 ★3
10	25	2500 G	Blissful Wonderw. x3 ★5	Aromatic Sap x2 ★5	Gloomy Lumber x2 ★4	Bolt Eagle Feather x2 ★4	Storm Crystal Cluster x1 ★5
11	26	2900 G	Blissful Wonderw. x5 ★5	Aromatic Sap x4 ★5	Gloomy Lumber x4 ★4	Bolt Eagle Feather x4 ★4	Storm Crystal Cluster x2 ★5
12	27	3300 G	Blissful Wonderw. x6 ★5	Aromatic Sap x5 ★5	Gloomy Lumber x5 ★4	Bolt Eagle Feather x5 ★4	Storm Crystal Cluster x4 ★5
13	28	3800 G	Enlightened Wonderw. x2 ★5	Ambrosial Sap x2 ★5	Dumb Lumber x2 ★5	Neverwing Feather x2 ★5	Henge Cryst. Cluster x2 ★5
14	29	4400 G	Enlightened Wonderw. x4 ★5	Ambrosial Sap x4 ★5	Dumb Lumber x4 ★5	Neverwing Feather x4 ★5	Henge Cryst. Cluster x2 ★5
15	30	5000 G	Enlightened Wonderw. x5 ★5	Ambrosial Sap x5 ★5	Dumb Lumber x5 ★5	Neverwing Feather x5 ★5	Henge Cryst. Cluster x4 ★5

Spark Spike

Spark Spike hurls a needle-like projectile infused with the Wind element at a single target; as is the case with both the Fireball and Water Balloon spells, this electrical bolt can slightly track its target, though it's important to lock-on to the desired foe before casting it. Spark Spike is quite potent when fighting enemies that are weak against Wind, but it's also useful as a general damage-dealing tool when facing distant or aerial targets. The basic version of this spell deals low stun, so it's only capable of temporarily incapacitating lesser opponents by knocking them down; it shouldn't be used to attempt charge breaks, however, since it only deals 80CBP and is unlikely to produce the desired result unless you've absorbed some Higgledy followers.

Spell Casters

Spark Spike
A lightning bolt is blasted at the enemy, giving them a searing shock.
Power 40~60 MP 2

SCALING Magic **CBP** 80 **STUN** Low **REACTION** Knockdown (weak)

x4 **Shock Spike** ⇒ 4-Hits per target. 60~90 MP 2
A sizable bolt of lightning zaps foes, giving them a massive shock. **CBP** 120

x8 **Lightning Spike** ⇒ 9-Hits per target. 80~120 MP 2
A huge bolt of lightning is blasted at foes, who experience a truly explosive shock. **CBP** 153

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	40	—	—	—	—	—	—
2	43	200 G	Fresh Wonderw. x2 ★1	Crude Sap x1 ★1	Emerald Huebloom x1 ★1	—	—
3	45	300 G	Fresh Wonderw. x3 ★1	Crude Sap x2 ★1	Emerald Huebloom x2 ★1	—	—
4	48	500 G	Holy Wonderw. x2 ★1	Earthly Sap x1 ★1	Emerald Huebloom x2 ★1	—	—
5	50	700 G	Holy Wonderw. x2 ★1	Earthly Sap x1 ★1	Emerald Huebloom x2 ★1	—	—
6	51	900 G	Holy Wonderw. x3 ★1	Earthly Sap x2 ★1	Emerald Huebloom x3 ★1	—	—
7	52	1200 G	Babbling Wonderw. x3 ★2	Grassy Sap x1 ★2	Emerald Huebloom x2 ★1	Green Prisms x1 ★2	—
8	53	1500 G	Babbling Wonderw. x4 ★2	Grassy Sap x1 ★2	Emerald Huebloom x3 ★1	Green Prisms x1 ★2	—
9	54	1800 G	Babbling Wonderw. x4 ★2	Grassy Sap x2 ★2	Emerald Huebloom x3 ★1	Green Prisms x2 ★2	—
10	55	2200 G	Oasis Wonderw. x3 ★2	Sour Sap x1 ★2	Emerald Huebloom x3 ★1	Green Prisms x1 ★2	—
11	56	2600 G	Oasis Wonderw. x4 ★2	Sour Sap x2 ★2	Emerald Huebloom x4 ★1	Green Prisms x2 ★2	—
12	57	3000 G	Oasis Wonderw. x4 ★2	Sour Sap x2 ★2	Emerald Huebloom x4 ★1	Green Prisms x2 ★2	—
13	58	3500 G	Shivering Wonderw. x3 ★3	Scented Sap x3 ★3	Amethyst Huebloom x2 ★3	Forest Crystal Cluster x2 ★3	Enigma Prism x1 ★4
14	59	4000 G	Shivering Wonderw. x4 ★3	Scented Sap x3 ★3	Amethyst Huebloom x3 ★3	Forest Crystal Cluster x3 ★3	Enigma Prism x2 ★4
15	60	4500 G	Shivering Wonderw. x5 ★3	Scented Sap x4 ★3	Amethyst Huebloom x4 ★3	Forest Crystal Cluster x4 ★3	Enigma Prism x2 ★4

Enhanced Versions

Shock Spike generates an explosion upon impact and electrocutes anything caught within its blast radius; this enhanced version now hits four times and is much more powerful as a result. Shock Spike is best used against groups of enemies, but its improved stun and CBP make it useful when facing tougher foes as well.

Lightning Spike detonates as it reaches its destination and creates an even larger explosion that hits every target caught in the blast nine times. This results in a large damage increase over the spell's previous incarnations, and its high stun rating means it's capable of knocking down sturdier foes as well. Lightning Spike also deals 153CBP if all nine hits connect, so it's more potent at breaking through charged attacks.



A well-placed Shock Spike can completely fry a group of lesser enemies!

Acquisition

Shock Spike	1500 G	Lightning Spike	5000 G
REQUIRES Facility Lv. 1, Lv. 1 Spell Development		**REQUIRES** Facility Lv. 3, Lv. 4 Spell Development	
Item 1	Holy Wonderwater x5 ★1	Item 1	Oasis Wonderwater x11 ★2
Item 2	Earthly Sap x3 ★1	Item 2	Sour Sap x4 ★2
Item 3	Emerald Huebloom x5 ★1	Item 3	Emerald Huebloom x11 ★1
Item 4	—	Item 4	Green Prisms x4 ★2
Item 5	—	Item 5	—

Upgrade Details

Shock Spike		Lightning Spike	
Level	Power	Level	Power
5	60	5	80
6	62	6	80
7	64	7	80
8	66	8	80
9	68	9	80
10	70	10	80
11	74	11	88
12	78	12	96
13	82	13	104
14	86	14	112
15	90	15	120

Spark Shower

Spell Casters

Spark Shower — A storm is whipped up, summoning down lightning all around the caster.

Power 20–60 | MP 3

SCALING Magic | CBP 30 | STUN Low | REACTION Knockdown (medium)

x8 **Spark Storm** ⇒ Larger explosion/bolt. STUN Low | Power 30–80 | MP 3

An enormous storm is whipped up, causing lightning to strike all around. | CBP 70

Spark Shower unleashes a barrage of eight thunderbolts in a circle surrounding the target. There's a good chance that only three or four of these bolts will hit their mark, but the damage dealt against a single large opponent is quite substantial. There's an element of randomness tied to this spell's damage output; this is especially relevant when hoping to perform a charge break, since each individual lightning bolt deals 30CBP and there's no way to guarantee how many will connect. Spark Shower can also be used to smite groups of lesser foes weak against the Wind element, and its low stun potential is still enough to send these types of enemies into a knockdown state.

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	20	300 G	Babbling Wonderw. x2 ★2	Waddleduck Feather x2 ★1	Grassy Sap x1 ★2	—	—
2	23	400 G	Babbling Wonderw. x3 ★2	Waddleduck Feather x3 ★1	Grassy Sap x1 ★2	—	—
3	25	500 G	Babbling Wonderw. x3 ★2	Waddleduck Feather x3 ★1	Grassy Sap x2 ★2	—	—
4	28	700 G	Oasis Wonderw. x2 ★2	Candy-Owl Feather x2 ★2	Sour Sap x2 ★2	Greenglade Cotton x1 ★2	—
5	30	900 G	Oasis Wonderw. x3 ★2	Candy-Owl Feather x3 ★2	Sour Sap x3 ★2	Greenglade Cotton x2 ★2	—
6	32	1100 G	Oasis Wonderw. x4 ★2	Candy-Owl Feather x4 ★2	Sour Sap x4 ★2	Greenglade Cotton x2 ★2	—
7	34	1400 G	Shivering Wonderw. x3 ★3	Cloud Crow Feather x2 ★3	Scented Sap x2 ★3	Amber Coral x1 ★3	—
8	36	1700 G	Shivering Wonderw. x4 ★3	Cloud Crow Feather x3 ★3	Scented Sap x3 ★3	Amber Coral x2 ★3	—
9	38	2000 G	Shivering Wonderw. x5 ★3	Cloud Crow Feather x4 ★3	Scented Sap x4 ★3	Amber Coral x2 ★3	—
10	40	2400 G	Shivering Wonderw. x3 ★3	Bolt Eagle Feather x3 ★4	Raincloud Cotton x2 ★3	Forest Crystal Cluster x2 ★3	Ice Prism x1 ★3
11	44	2800 G	Shivering Wonderw. x4 ★3	Bolt Eagle Feather x4 ★4	Raincloud Cotton x3 ★3	Forest Crystal Cluster x3 ★3	Ice Prism x2 ★3
12	48	3200 G	Shivering Wonderw. x6 ★3	Bolt Eagle Feather x6 ★4	Raincloud Cotton x4 ★3	Forest Crystal Cluster x4 ★3	Ice Prism x3 ★3
13	52	3800 G	Hellish Wonderw. x3 ★4	Bolt Eagle Feather x3 ★4	Raincloud Cotton x3 ★3	Forest Crystal Cluster x2 ★3	Ice Prism x1 ★3
14	56	4400 G	Hellish Wonderw. x4 ★4	Bolt Eagle Feather x4 ★4	Raincloud Cotton x4 ★3	Forest Crystal Cluster x3 ★3	Ice Prism x2 ★3
15	60	5000 G	Hellish Wonderw. x6 ★4	Bolt Eagle Feather x6 ★4	Raincloud Cotton x6 ★3	Forest Crystal Cluster x5 ★3	Ice Prism x3 ★3

Enhanced Version

Spark Storm raises the damage output of each strike by a fair amount, but the number of lightning bolts summoned remains identical. The biggest difference is the amount of CBP dealt by these bolts—more than doubling in value for an impressive 70CBP per hit; this improvement makes Spark Storm a strong candidate when aiming to perform a charge break. There's no way to guarantee how many lightning bolts will connect, but it's safe to expect a minimum of three to four hits against larger targets that are busy charging up. Spark Storm doesn't present any improvements in the stun department, so it still can't knock down anything but the weakest of enemies.

Acquisition

Spark Storm 5500 G

REQUIRES Facility Lv. 3, Lv. 5 Spell Development

Item 1	Shivering Wonderwater x12 ★3
Item 2	Bolt Eagle Feather x12 ★4
Item 3	Raincloud Cotton x8 ★3
Item 4	Forest Crystal Cluster x8 ★3
Item 5	Ice Prism x4 ★3

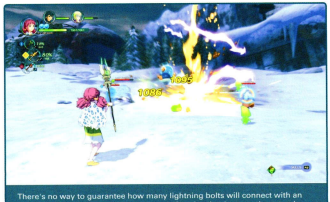
Upgrade Details

Spark Storm

Level	Power
5	30
6	30
7	30
8	30
9	30
10	30
11	40
12	50
13	60
14	70
15	80



With a bit of luck, Spark Storm has a chance of breaking through even the most resilient charged attacks in the game. It's by no means guaranteed, but casting Spark Storm from a safe distance can often perform a charge break without any serious consequences if it fails!



There's no way to guarantee how many lightning bolts will connect with an target, but the small explosions generated as they land means they stand a better chance of striking surrounding enemies!

Stone Slinger

The Stone Slinger spell conjures up a rock that's hurled at a single target in a straight trajectory; this projectile doesn't have any elemental properties, and exclusively deals magic damage. Stone Slinger's main advantage is that it's not affected by the target's elemental resistances; this makes it very powerful against foes with strong elemental resistances but weak Magical defense. It otherwise works identically to elemental spells such as Fireball or Water Balloon and inflicts minimal amounts of CBP, unless bolstered by Higgledy followers.

Spell Casters

Stone Slinger — Power 30~50 — MP 2

The caster conjures up rocks that can be hurled at foes.

SCALING Magic **CBP** 60 **STUN** Low **REACTION** Knockdown (weak)

x4 **Rock Flinger** ⇒ Can hit multiple targets. — 60~90 — MP 2
The caster conjures up huge rocks that can be hurled at foes. **CBP** 120

x8 **Boulder Bunger** ⇒ Large explosion on impact. — 90~130 — MP 2
The caster conjures up enormous rocks that can be hurled at foes. **CBP** 170

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	30	—	—	—	—	—	—
2	33	200 G	Fresh Wonderw. x2 ★1	Base Bone x1 ★1	Citrine Huebloom x1 ★1	—	—
3	35	300 G	Fresh Wonderw. x3 ★1	Base Bone x2 ★1	Citrine Huebloom x2 ★1	—	—
4	38	500 G	Holy Wonderw. x2 ★1	Flat Bone x1 ★1	Citrine Huebloom x2 ★1	—	—
5	40	700 G	Holy Wonderw. x2 ★1	Flat Bone x1 ★1	Citrine Huebloom x2 ★1	—	—
6	41	900 G	Holy Wonderw. x3 ★1	Flat Bone x2 ★1	Citrine Huebloom x3 ★1	—	—
7	42	1200 G	Babbling Wonderw. x3 ★2	Sturdy Bone x1 ★2	Citrine Huebloom x2 ★1	Green Prisms x1 ★2	—
8	43	1500 G	Babbling Wonderw. x4 ★2	Sturdy Bone x1 ★2	Citrine Huebloom x3 ★1	Green Prisms x1 ★2	—
9	44	1800 G	Babbling Wonderw. x4 ★2	Sturdy Bone x2 ★2	Citrine Huebloom x3 ★1	Green Prisms x2 ★2	—
10	45	2200 G	Oasis Wonderw. x3 ★2	Spiky Bone x1 ★2	Citrine Huebloom x3 ★1	Blue Prisms x1 ★2	—
11	46	2600 G	Oasis Wonderw. x4 ★2	Spiky Bone x2 ★2	Citrine Huebloom x4 ★1	Blue Prisms x2 ★2	—
12	47	3000 G	Oasis Wonderw. x4 ★2	Spiky Bone x2 ★2	Citrine Huebloom x4 ★1	Blue Prisms x2 ★2	—
13	48	3500 G	Simmering Wonderw. x3 ★3	Twisty Bone x2 ★3	Smoky Quartz Hueblоom x2 ★3	Inferno Crystal Cluster x2 ★4	Enigma Prism x1 ★4
14	49	4000 G	Simmering Wonderw. x4 ★3	Twisty Bone x3 ★3	Smoky Quartz Hueblоom x3 ★3	Inferno Crystal Cluster x3 ★4	Enigma Prism x2 ★4
15	50	4500 G	Simmering Wonderw. x5 ★3	Twisty Bone x4 ★3	Smoky Quartz Hueblоom x4 ★3	Inferno Crystal Cluster x4 ★4	Enigma Prism x2 ★4

Enhanced Versions

Rock Flinger summons a much larger projectile and deals higher damage as a result. An explosion is now generated upon impact, which makes it possible for Rock Flinger to hit additional enemies if they're sufficiently close together. This enhanced spell also features a medium stun rating, so it has the potential to send a wider range of foes tumbling into a knockdown state. Its CBP value is also substantially increased, though not enough to transform it into a great option when aiming to perform a charge break.

Boulder Bunger unearths a massive projectile and raises the damage output even further in comparison to its previous incarnation. This enhanced spell only strikes its target once, but the impact creates a slightly larger blast that has a better chance of dealing damage to multiple enemies. Boulder Bunger has a high stun rating and now deals 170CBP, so it can be used to successfully break through lower level charged attacks.

Upgrade Details

Rock Flinger		Boulder Bunger	
Level	Power	Level	Power
5	60	5	90
6	62	6	90
7	64	7	90
8	66	8	90
9	68	9	90
10	70	10	90
11	74	11	98
12	78	12	106
13	82	13	114
14	86	14	122
15	90	15	130

Acquisition

Rock Flinger	1500 G	Boulder Bunger	5000 G
REQUIRES Facility Lv. 1, Lv. 1 Spell Development		**REQUIRES** Facility Lv. 3, Lv. 4 Spell Development	
Item 1	Holy Wonderwater x5 ★1	**Item 1**	Oasis Wonderwater x11 ★2
Item 2	Flat Bone x3 ★1	**Item 2**	Spiky Bone x4 ★2
Item 3	Citrine Huebloom x5 ★1	**Item 3**	Citrine Huebloom x11 ★1
Item 4	—	**Item 4**	Blue Prisms x4 ★2
Item 5	—	**Item 5**	—



Stone Slinger can be used to bypass an enemy's strong elemental resistances!

Ogre's Fingers

Spell Casters

Ogre's Fingers — Power 40~80 — MP 3

Stone pillars are summoned from the ground, striking enemies from below.

SCALING Magic CBP 80 STUN Low REACTION Knockdown (weak)

x8 **Giant's Fingers** ⇒ Larger area of effect. 100~150 — MP 3 — CBP 200

Large stone pillars are summoned from the ground, striking enemies from below.

Ogre's Fingers calls forth multiple stone pillars from the ground, directly below its target, and deals non-elemental Magic damage to anything caught in the area of the resulting blast. This spell is most effective against groups of foes that are tightly packed together, but it can also be used to hit packs of low-altitude aerial enemies (such as zapwings) out of the sky and into a knockdown state. At the cost of 3MP, Ogre's Fingers is quite expensive, however, so only use it on large clusters of enemies!

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	40	300 G	Babbling Wonderw. x2 ★2	Shoe Leather x2 ★1	Flat Bone x1 ★1	—	—
2	43	400 G	Babbling Wonderw. x3 ★2	Shoe Leather x3 ★1	Flat Bone x1 ★1	—	—
3	45	500 G	Babbling Wonderw. x3 ★2	Shoe Leather x3 ★1	Flat Bone x2 ★1	—	—
4	48	700 G	Oasis Wonderw. x2 ★2	Dark and Stormy Leather x2 ★2	Sturdy Bone x1 ★2	Steely Nugget x1 ★2	—
5	50	900 G	Oasis Wonderw. x3 ★2	Dark and Stormy Leather x3 ★2	Sturdy Bone x2 ★2	Steely Nugget x2 ★2	—
6	52	1100 G	Oasis Wonderw. x4 ★2	Dark and Stormy Leather x4 ★2	Sturdy Bone x2 ★2	Steely Nugget x2 ★2	—
7	54	1400 G	Simmering Wonderw. x3 ★3	Knobbly Leather x2 ★3	Twisty Bone x2 ★3	Lovely Wool x1 ★3	—
8	56	1700 G	Simmering Wonderw. x4 ★3	Knobbly Leather x3 ★3	Twisty Bone x3 ★3	Lovely Wool x2 ★3	—
9	58	2000 G	Simmering Wonderw. x5 ★3	Knobbly Leather x4 ★3	Twisty Bone x4 ★3	Lovely Wool x2 ★3	—
10	60	2400 G	Simmering Wonderw. x3 ★3	Wild Leather x3 ★4	Delicate Wing Bones x2 ★4	Forest Crystal Cluster x2 ★3	Sunset Prism x1 ★3
11	64	2800 G	Simmering Wonderw. x4 ★3	Wild Leather x4 ★4	Delicate Wing Bones x3 ★4	Forest Crystal Cluster x3 ★3	Sunset Prism x2 ★3
12	68	3200 G	Simmering Wonderw. x6 ★3	Wild Leather x6 ★4	Delicate Wing Bones x4 ★4	Forest Crystal Cluster x4 ★3	Sunset Prism x3 ★3
13	72	3800 G	Hellish Wonderw. x3 ★4	Savage Leather x3 ★4	Forked Tail Bone x3 ★4	Glacier Crystal Cluster x2 ★4	Sunset Prism x1 ★3
14	76	4400 G	Hellish Wonderw. x4 ★4	Savage Leather x4 ★4	Forked Tail Bone x4 ★4	Glacier Crystal Cluster x3 ★4	Sunset Prism x2 ★3
15	80	5000 G	Hellish Wonderw. x6 ★4	Savage Leather x6 ★4	Forked Tail Bone x6 ★4	Glacier Crystal Cluster x5 ★4	Sunset Prism x3 ★3

Enhanced Version

Giant's Fingers conjures massive stone pillars from beneath your foes and inflicts vast amounts of damage in a wide area of effect. This enhanced version can take out entire groups of lesser enemies instantly once leveled up, as well as break through most Lvl. 3 or lower charged attacks. The impressive size of the pillars summoned by Giant's Fingers means they're capable of knocking down enemies with a high stun resistance, as well as easily hitting the majority of airborne targets!

Acquisition

Giant's Fingers 5500 G

REQUIRES Facility Lv. 4, Lv. 5 Spell Development

Item 1	Simmering Wonderwater x12 ★3
Item 2	Wild Leather x12 ★4
Item 3	Delicate Wing Bones x8 ★4
Item 4	Forest Crystal Cluster x8 ★3
Item 5	Sunset Prism x4 ★3

Upgrade Details

Giant's Fingers

Level	Power
5	100
6	100
7	100
8	100
9	100
10	100
11	110
12	120
13	130
14	140
15	150



Ogre's Fingers has a relatively fast casting time and strikes directly below its target, so it rarely misses!



Giant's Fingers represents a colossal improvement in both damage and range!

Evan's Combat Guide



Combat Profile

Evan Pettiwhisker Tildrum

Before he was deposed in a coup, Evan was the young king of Ding Dong Dell. Now, ably assisted by his friend and advisor Roland, he has founded a new kingdom called Evermore. His kind heart belies a steely determination.

ABILITIES	ENHANCED	PAGE
Kingspin	Kingspyre	61
Flurry	Gale-Force Flurry	61
Cut and Thrust	Cut Loose	62
Floodlight	Floodlight	62
Dazzleslash	Mornstar's Edge	63

SPELLS	ENHANCED	PAGE
Fireball	Pyreball/Direball	48
Pyre Pillar	Dire Pillar	49
Water Balloon	Water Bomb/Water Blast	50
Water Pistol	Water Spout	52
Sunrise	Daybreak/Mornstar	64
Astra	None	65
Lifeline	None	53

Neutral Attack Strings

Evan's attack strings are a balanced mix of speed, power and mobility. His light attacks are fast with good recovery but have low stun potential. They allow you to build MP while still having time to evade or block an incoming attack without getting caught recovering. On the flip side, the low stun of these attacks means you're more likely to need to evade or dodge attacks that you could have interrupted. His heavy attacks strike a balance between multiple hits with fast recovery, or good mobility, allowing him to leap across the battlefield, or stay in one place and hit the same enemy relentlessly.

Evan's more mobile heavy attacks sometimes leave him vulnerable before his attack lands, so be careful when using the strings that involve numerous leaps and twirls. You can't evade or block until Evan has finished the entire movement, so when you need to deal damage while also staying on the defensive, it's better to use the combo strings that leave Evan's feet planted firmly on the ground.

Key Attack String 1

Input	Ⓧ	Ⓧ	Ⓧ	Ⓧ	Ⓧ	Ⓧ
Power	10	10	10	10	10	15
CBP	V.Low	V.Low	V.Low	V.Low	V.Low	V.Low
Stun	.17	.17	.17	.17	.17	.17
MP Gain	10	10	10	10	10	15
Reaction	S/M	S/M	S/M	S/M	S/M	K/W

Key Attack String 2

Input	Ⓧ	Ⓐ	Ⓐ	Ⓐ
Power	10	14	14	18
CBP	V.Low	Low	Low	Low
Stun	.17	.12	.12	.12
MP Gain	10	14	14	18
Reaction	S/M	S/S	S/S	K/W

Key Attack String 3

Input	Ⓐ	Ⓐ	Ⓐ	Ⓐ
Power	14	14	14	18
CBP	Low	Low	Low	Low
Stun	.12	.12	.12	.12
MP Gain	14	14	14	18
Reaction	S/S	S/S	S/S	K/W

Dash Attack Strings

Both dash Attacks allow Evan to sequence into their respective combo strings afterwards. The light dash attack only causes a weak stagger hit reaction, but it can continue into most of his light attack combo strings. It serves to quickly close the distance to start building MP with light attacks or to move into his longer combo strings to deal damage. For example, if you have just dazed an enemy, and now you have a chance to deal damage while building MP, the listed dash Attack combo is an ideal one to use.

The heavy dash leads into his heavy attack combo string but is much faster and covers more ground than the light dash attack. This makes it a good way to interrupt enemies that have stun resistance to low-stun light attacks, allowing you to cancel their attack and transition into the heavy attack combo. It's also a better way to chase evasive enemies down than trying to repeatedly leap onto them with light dash attacks, especially if you evade in between each heavy dash to continue chasing them. Not only can it often catch them, but it can immediately cause a strong stagger, allowing the rest of the combo to finish them off.

Key Dash Attack String 1

Input	Ⓧ	Ⓧ	Ⓧ	Ⓧ	Ⓧ	Ⓐ	Ⓐ	Ⓐ
Power	10	10	10	10	10	10	14	18
CBP	V.Low	V.Low	V.Low	V.Low	V.Low	Low	Low	Low
Stun	.17	.17	.17	.17	.17	.6	.12	.12
MP Gain	10	10	10	10	10	10	14	18
Reaction	S/M	S/M	S/M	S/M	S/M	S/S	S/S	K/W

Key Dash Attack String 2

Input	Ⓐ	Ⓐ	Ⓐ	Ⓐ
Power	14	14	14	18
CBP	Low	Low	Low	Low
Stun	.12	.12	.12	.12
MP Gain	14	14	14	18
Reaction	S/S	S/S	S/S	K/W

Reaction: S/ = Stagger • K/ = knockdown • /W = Weak • /M = Medium • /S = Strong

Abilities

Evan's Abilities almost exclusively rely on his sword to inflict damage and he has access to a well-balanced mix of crowd clearing and single target moves. A few of the boy king's enhanced Abilities are imbued with elemental properties, and once he's reached level 40, he becomes capable of greatly increasing the survivability of the entire party by buffing their Physical and Magical defense. At level 60, he gains access to the devastating Dazzleslash ability, and transforms into a truly kingly figure on the battlefield!

Kingspin & Kingspyre

Unlock: None

Activating Kingspin causes Evan to leap forward and perform a 4-hit spinning melee slash. This starter ability can strike multiple enemies in a wide, fan-type area that extends to Evan's sides; the final hit causes a medium degree of stun and can send foes into a knock-down state. Kingspin's range isn't as impressive as certain other Abilities, but, for the cost of 1MP, this attack proves quite useful during the early portions of the game. Because of its quick activation window, Kingspin can often be performed multiple times in rapid succession to pile on the damage!

Kingspyre imbues Evan's sword slash with Fire properties and boosts the overall damage dealt by this ability. It also slightly raises both the attack's stun and CBP values, so it's worth switching to weapons with a full Zing gauge before activating Kingspin. Enemies that are particularly susceptible to Fire will take far greater damage from this enhanced ability, so consider using Kingspyre in those situations!

Kingspin — Power 30 — MP 1

A nimble spinning attack that deals damage to foes on all sides.

SCALING Melee CBP 59 STUN Medium REACTION Knockdown (weak)

⇒ 4-Hit Spinning Melee Slash.

Kingspyre — Power 40 — MP 1

A spinning attack that cuts down any nearby foes with a flaming slash.

SCALING Melee CBP 77 STUN High REACTION Knockdown (weak)

x4 ⇒ Higher damage, stun, and CBP.



Kingspin is great for taking out groups of smaller enemies!

Flurry & Gale-Force Flurry

Unlock: Lv.9

Flurry lets Evan perform a 7-hit barrage of sword thrusts that deal severe damage to a single target at short range. This ability takes a few seconds to perform, and you're locked in place until it finishes; picking the right moment to begin your Flurry is quite important, since the larger foes this attack is most effective against won't get staggered by the initial thrusts. They'll then be able to either retaliate or move out of reach while the rest of the attack runs its course, so wait until the enemy is recovering from an attack or is otherwise incapacitated before striking! There's a short pause before Flurry's devastating final thrust is performed; this closing hit pushes Evan forward and is capable of hitting multiple foes—making it useful against groups of lesser opponents.

Gale-Force Flurry infuses Evan's sword thrusts with the Wind element and raises the move's overall damage output by a significant amount. This enhanced ability deals more CBP than almost all other skills available during the game's early chapters, and it's capable of single-handedly breaking through all Lvl. 3 or lower charged attacks. Build up your MP and Zing gauges and keep a weapon on reserve so you can unleash Gale-Force Flurry whenever a tough opponent readies a charged attack! This attack remains a strong option against enemies with a weakness to the Wind element,

Flurry — Power 90 — MP 2

Unleashes a series of stabbing attacks bound to put enemies on the back foot.

SCALING Melee CBP 177 STUN Medium REACTION Knockdown (medium)

⇒ 7-Hit Thrusting Melee Flurry.

Gale-Force Flurry — Power 110 — MP 2

A series of gale-force attacks that will really put the wind up enemies.

SCALING Melee CBP 217 STUN High REACTION Knockdown (medium)

x4 ⇒ Higher damage, stun, and CBP.



Many tougher enemies or bosses feature a taunt or idle animation that leaves them vulnerable for a few moments. This presents a perfect opportunity to unleash Evan's Flurry!

Cut and Thrust & Cut Loose

Unlock: Lv. 24

Cut and Thrust locks Evan in place as he lets loose a series of rapid-fire slashes that damage anything within a large area. This is a versatile ability and one that you should always consider assigning to Evan's skill palette. Cut and Thrust's 360-degree area-of-effect coupled with its solid damage output make it capable of swiftly dispatching groups of foes—including those located behind Evan while he slashes away! Furthermore, Cut and Thrust's strong CBP value of 240 makes it one of the more reliable charge break options for most of the game, and its final hit is often able to force its victims into a knockdown state. The fact that it costs 3MP is certainly a drawback, but there's no denying this ability's usefulness.

Cut Loose represents a straightforward improvement across the board, benefiting from a modest bump in damage output and a notable increase to its CBP value—reaching the 280CBP mark allows this enhanced ability to break through almost every Lvl. 4 charged attack by itself! Cut Loose also has slightly longer range, further improving its already sizeable area-of-effect and making it even better at slicing through large groups of opponents.

Cut and Thrust

A series of rapid-fire slashes that can take out enemies on all sides.

Power 120 | MP 3

SCALING Melee **CBP** 240 **STUN** Medium **REACTION** Knockdown (medium)

⇒ 7-Hit Rapid-Fire Melee Combo.

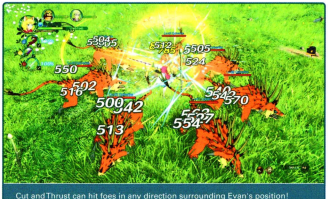
Cut Loose

A devastating flurry of slashes that can do serious damage over a wide area.

Power 140 | MP 3

SCALING Melee **CBP** 280 **STUN** High **REACTION** Knockdown (strong)

x4 ⇒ Increased attack range. Higher damage, stun, and CBP.



Cut and Thrust can hit foes in any direction surrounding Evan's position!

Unlock: Lv. 40 Floodlight & Enhanced Floodlight

The Floodlight ability boosts the Physical and Magical defenses of Evan and his allies by 15% for 30 seconds. For the cost of 1MP, the benefits provided by Floodlight make it extremely useful during challenging encounters; once you have it, consider assigning this ability to Evan's skill palette whenever you're about to head into dangerous territory. Floodlight will always buff all party members regardless of their proximity to Evan, so try to cast it as often as possible to raise your party's survivability in combat!

It's possible to activate an enhanced version of Floodlight by either absorbing a minimum of four Light-based Higgledy followers, or by casting this ability with a weapon that has a full Zing gauge. The enhanced Floodlight provides an impressive 25% boost to both Physical and Magical defenses for 30 seconds. Crucially, the buff provided by enhanced Floodlight doesn't override the one granted by the basic version of this ability—both can be active at the same time for a 40% Physical and Magical defense buff! The easiest way to do this is to cast the basic version of Floodlight, before switching to a weapon with a full Zing gauge and immediately activating the enhanced version!

Floodlight

Summons the power of light to protect all allies from physical & magical attack.

Power N/A | MP 1

SCALING None **CBP** 0 **STUN** None **REACTION** None

⇒ 15% Physical and Magical defense buff applied to both Evan and party members. Lasts 30 seconds.

Enhanced Floodlight

Summons the power of light to protect all allies from physical & magical attack.

Power N/A | MP 1

SCALING None **CBP** 0 **STUN** None **REACTION** None

x4 ⇒ Increases buff values to 25%. Can be stacked with basic version of Floodlight for a total of 40%.



Floodlight's duration can be refreshed by casting it again!

Unlock: Lv. 60 Dazzleslash & Mornstar's Edge

You won't gain access to Dazzleslash until Evan reaches level 60, but this devastating Light-infused overhead slash will prove to be a game changer once acquired! Dazzleslash creates a far-reaching but relatively narrow column of condensed energy that tears anything caught in its path asunder; it's more than capable of hitting multiple opponents, but you'll want to line them up before activating this ability. Dazzleslash excels at breaking through charged attacks due to its staggering 320CBP value; it takes a few seconds to execute, however, so you'll have to react quickly in order to perform a charge break before it's too late. Dazzleslash's main drawback is that it suffers from a long recovery window that can't be canceled, so keep this in mind and avoid using this ability when surrounded by dangerous enemies!

Mornstar's Edge takes the already-impressive damage dealt by Dazzleslash and pushes things even further! The column of light generated by Mornstar's Edge features an increase in both reach and width, which raises its effectiveness when fighting groups of enemies. This enhanced ability also features the absolute highest break Power out of any single hit in the game—a staggering 390CBP! This means it's capable of guaranteeing a charge break in the vast majority of situations, with only a few Lvl. 6 and most Lvl. 7 charged attacks proving sturdy enough to withstand its might! It's also worth noting that despite its name, Mornstar's Edge does not actually require Evan to wield the Sword of Unity before it can be used.

Dazzleslash — Power 160 — MP 3

A slash imbued with the power of light that can cut a swathe through enemies.

SCALING Melee CBP 320 STUN Medium REACTION Knockdown (medium)

⇒ Extremely powerful overhead sword slash. Single Hit in a far-reaching column.

Mornstar's Edge — Power 190 — MP 3

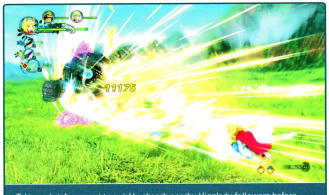
An enormous sword of light that can cut through a whole line of enemies.

SCALING Melee CBP 390 STUN High REACTION Knockdown (strong)

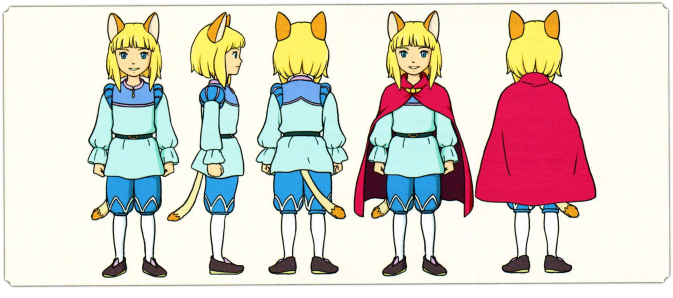
x4 ⇒ Increased column range and width. Higher damage, stun, and CBP.



The damage dealt by Dazzleslash more than justifies the MP it costs to perform but be sure to lock-on to your desired target before activating it!



Taking a brief moment to quickly absorb nearby Higgledy followers before releasing Mornstar's Edge can guarantee a successful charge break against even the sturdiest of charged attacks!



Unique Spells

Evan is the only party member capable of wielding spells imbued with the power of Light, and this unique talent comes in quite handy when facing enemies with a weakness to that element. You won't gain access to his ultimate spell, Astra, until much later in your journey, but the radiant blast it generates is something to behold!

Sunrise

Sunrise summons a radiant orb that travels toward its target in a linear trajectory and explodes upon impact. This projectile deals Light-based damage within a small area and behaves similarly to Evan's Fireball or Water Balloon spells. Sunrise is one of the only available options for dealing Light damage during the early portions of the game, so it's well worth investing in as soon as it becomes available. This spell only hits once per target and deals minimal amounts of CBP, though first absorbing a bunch of Higgledy followers can greatly increase its chances of performing a charge break.

Sunrise
Balls of light fly at foes, dealing damage as they strike.

Power	MP
40~60	2

SCALING Magic **CBP** 80 **STUN** Low **REACTION** Knockdown (weak)

x4 **Daybreak** ⇒ Can hit multiple targets. 60~90 | 2
Large balls of light fly at foes, exploding and dealing damage as they strike. **CBP** 120

x8 **Mornstar** ⇒ Large explosion on impact. 90~130 | 2
Huge balls of light fly at foes, exploding and dealing heavy damage as they strike. **CBP** 170

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	40	200 G	Babbling Wonderw. x2 ☆2	Pincushion Coral x1 ☆2	Milky Crystal x2 ☆2	Clear Prisms x2 ☆1	—
2	43	300 G	Babbling Wonderw. x3 ☆2	Pincushion Coral x1 ☆2	Milky Crystal x3 ☆2	Clear Prisms x3 ☆1	—
3	45	400 G	Babbling Wonderw. x3 ☆2	Pincushion Coral x2 ☆2	Milky Crystal x3 ☆2	Clear Prisms x3 ☆1	—
4	48	600 G	Oasis Wonderw. x3 ☆2	Jade Coral x2 ☆3	Milky Crystal x3 ☆2	Green Prisms x2 ☆2	—
5	50	800 G	Oasis Wonderw. x4 ☆2	Jade Coral x3 ☆3	Milky Crystal x4 ☆2	Green Prisms x3 ☆2	—
6	51	1000 G	Oasis Wonderw. x4 ☆2	Jade Coral x3 ☆3	Milky Crystal x4 ☆2	Green Prisms x3 ☆2	—
7	52	1300 G	Simmering Wonderw. x3 ☆3	Amber Coral x2 ☆3	Forest Crystal Cluster x3 ☆3	Fine Fur x1 ☆3	Ice Prism x1 ☆3
8	53	1600 G	Simmering Wonderw. x4 ☆3	Amber Coral x3 ☆3	Forest Crystal Cluster x4 ☆3	Fine Fur x2 ☆3	Ice Prism x2 ☆3
9	54	1900 G	Simmering Wonderw. x4 ☆3	Amber Coral x4 ☆3	Forest Crystal Cluster x4 ☆3	Fine Fur x2 ☆3	Ice Prism x2 ☆3
10	55	2300 G	Shivering Wonderw. x3 ☆3	Hosepipe Coral x2 ☆4	Inferno Crystal Cluster x3 ☆4	Seraphic Silk x2 ☆3	Sunset Prism x1 ☆3
11	56	2700 G	Shivering Wonderw. x4 ☆3	Hosepipe Coral x3 ☆4	Inferno Crystal Cluster x4 ☆4	Seraphic Silk x3 ☆3	Sunset Prism x2 ☆3
12	57	3100 G	Shivering Wonderw. x5 ☆3	Hosepipe Coral x4 ☆4	Inferno Crystal Cluster x5 ☆4	Seraphic Silk x4 ☆3	Sunset Prism x2 ☆3
13	58	3700 G	Heavenly Wonderw. x4 ☆4	Drainpipe Coral x3 ☆4	Glacier Crystal Cluster x4 ☆4	Diamond Huebloom x2 ☆4	Enigma Prism x2 ☆4
14	59	4300 G	Heavenly Wonderw. x5 ☆4	Drainpipe Coral x4 ☆4	Glacier Crystal Cluster x5 ☆4	Diamond Huebloom x3 ☆4	Enigma Prism x3 ☆4
15	60	5000 G	Heavenly Wonderw. x7 ☆4	Drainpipe Coral x6 ☆4	Glacier Crystal Cluster x7 ☆4	Diamond Huebloom x4 ☆4	Enigma Prism x4 ☆4

Enhanced Versions

The large glowing orb conjured by Daybreak deals more damage and now creates a medium-sized explosion as it crashes into its target; this makes it more effective when used against a group of clustered enemies. Daybreak also features improved stun and CBP values; this means it's capable of knocking down foes with a medium level of stun resistance, and that it's slightly better at breaking through an opponent's charged attacks.

Mornstar creates an enormous blast of light as it connects with its target, expanding the spell's area-of-effect and vastly increasing its damage output. This enhanced spell also deals a solid 170CBP and can successfully perform a charge break in a greater number of situations—especially if a bunch of Higgledy followers have been absorbed before it's unleashed!

Upgrade Details

Daybreak		Mornstar	
Level	Power	Level	Power
5	60	5	90
6	62	6	90
7	64	7	90
8	66	8	90
9	68	9	90
10	70	10	90
11	74	11	98
12	78	12	106
13	82	13	114
14	86	14	122
15	90	15	130

Acquisition

Daybreak	2000 G	Mornstar	5500 G
REQUIRES Facility Lv. 2, Lv. 3 Spell Development		REQUIRES Facility Lv. 4, Lv. 6 Spell Development	
Item 1	Oasis Wonderwater x12 ☆2	Item 1	Shivering Wonderwater x12 ☆3
Item 2	Jade Coral x9 ☆3	Item 2	Hosepipe Coral x8 ☆4
Item 3	Milky Crystal x12 ☆2	Item 3	Inferno Crystal Cluster x12 ☆4
Item 4	Green Prisms x9 ☆2	Item 4	Seraphic Silk x8 ☆3
Item 5	—	Item 5	Sunset Prism x4 ☆3

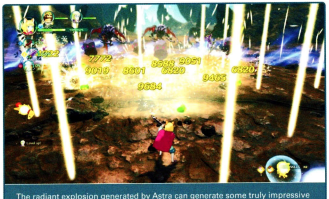


Sunrise is best used to smite foes that display a weakness to the Light element!



Daybreak generates a bigger explosion upon impact and can hit multiple opponents more reliably!

Astra



The radiant explosion generated by Astra can generate some truly impressive damage values!



Astra

A large amount of MP is expended to summon a great tower of blinding light.

Power 140–210 **MP** 4

SCALING Magic **CBP** 280 **STUN** High **REACTION** Knockdown (strong)

Astra conjures a huge pillar of divine energy that deals a massive amount of Light damage to anything within its perimeter. This ultimate spell costs 4MP and has a lengthy casting window, so you'll need to give yourself some breathing room before activating it. Astra can positively decimate groups of enemies, so try to pick a target that's near the center of the pack in order to catch as many foes as possible inside its area-of-effect. This spell has no enhanced version, but absorbing Higgledy followers and making sure to switch to your best Magical attack sword before casting it can help increase its effectiveness. Astra deals a fairly large amount of CBP, but its high MP cost and slow casting time makes it unreliable when attempting to perform a charge break.

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	140	1000 G	Heavenly Wonderw. x2 ★4	Enigma Prism x1 ★4	Knight's Brocade x1 ★4	Scentless Sap x2 ★3	—
2	145	1200 G	Heavenly Wonderw. x3 ★4	Enigma Prism x2 ★4	Knight's Brocade x2 ★4	Scentless Sap x3 ★3	—
3	150	1400 G	Heavenly Wonderw. x5 ★4	Enigma Prism x3 ★4	Knight's Brocade x3 ★4	Scentless Sap x5 ★3	—
4	155	1700 G	Heavenly Wonderw. x3 ★4	Enigma Prism x2 ★4	Rook's Brocade x2 ★4	Sweet Sap x2 ★4	Diamond Huebloom x2 ★4
5	160	2000 G	Heavenly Wonderw. x4 ★4	Enigma Prism x3 ★4	Rook's Brocade x3 ★4	Sweet Sap x3 ★4	Diamond Huebloom x3 ★4
6	165	2300 G	Heavenly Wonderw. x6 ★4	Enigma Prism x5 ★4	Rook's Brocade x5 ★4	Sweet Sap x5 ★4	Diamond Huebloom x5 ★4
7	170	2700 G	Blissful Wonderw. x2 ★5	Dream Prism x2 ★4	Fairy's Breath Silk x2 ★5	Aromatic Sap x2 ★5	Pure Wool x2 ★4
8	175	3100 G	Blissful Wonderw. x4 ★5	Dream Prism x4 ★4	Fairy's Breath Silk x4 ★5	Aromatic Sap x4 ★5	Pure Wool x4 ★4
9	180	3500 G	Blissful Wonderw. x5 ★5	Dream Prism x5 ★4	Fairy's Breath Silk x5 ★5	Aromatic Sap x5 ★5	Pure Wool x5 ★4
10	185	4000 G	Blissful Wonderw. x3 ★5	Dream Prism x3 ★4	Fairy's Breath Silk x3 ★5	Storm Crystal Cluster x2 ★5	Sunnysmile Cotton x2 ★5
11	190	4500 G	Blissful Wonderw. x5 ★5	Dream Prism x5 ★4	Fairy's Breath Silk x5 ★5	Storm Crystal Cluster x4 ★5	Sunnysmile Cotton x4 ★5
12	195	5000 G	Blissful Wonderw. x6 ★5	Dream Prism x6 ★4	Fairy's Breath Silk x6 ★5	Storm Crystal Cluster x5 ★5	Sunnysmile Cotton x5 ★5
13	200	5600 G	Enlightened Wonderw. x3 ★5	Polestar Prism x2 ★5	Celestial Silk x2 ★5	Electricoral x2 ★5	Opal Huebloom x2 ★5
14	205	6300 G	Enlightened Wonderw. x5 ★5	Polestar Prism x4 ★5	Celestial Silk x4 ★5	Electricoral x4 ★5	Opal Huebloom x4 ★5
15	210	7000 G	Enlightened Wonderw. x6 ★5	Polestar Prism x5 ★5	Celestial Silk x5 ★5	Electricoral x5 ★5	Opal Huebloom x5 ★5

Roland's Combat Guide



Combat Profile

Roland Crane

In his world, Roland was president of a major superpower. When he came to Evan's world, he found that he had regained his youth, but retained the cool-headed maturity of his older self. He has a gravely ill son of around Evan's age back home.

ABILITIES	ENHANCED	PAGE
Flatliner	Cross Cut	67
Circular Sword	Cyclone Sword	67
Heavy Ammo	Superheavy Ammo	68
Clarity of Purpose	Clarity of Purpose	68
Swathe Cutter	Wave Cutter	69
Executive Order	Executive Takedown	69

SPELLS	ENHANCED	PAGE
Static Wall	Static Squall/ Static Storm	54
Pressure Drop	—	55

Neutral Attack Strings

Roland's attack strings are similar to Evan's; a balanced mix of speed and power, but he has less mobility with his normal heavy attacks, being more of a single-target specialist. Roland's light attacks are fast and safe, with the ability to hit several enemies at once while allowing him to evade or block immediately afterward. His light attack combo string is shorter, ending with a knockdown on the fifth hit. Roland's heavy attacks are all big hits that take time, so it's better to finish the full light attack string to build MP and then start another one. The fastest possible MP gain from Melee attacks with Roland is to block-cancel the fourth hit of his light attack combo string and start again immediately.

Roland's heavy attacks can cover distance reasonably well and deal a lot of damage. They're mostly vertical chops and linear stabs, so they don't hit enemies around the target very well, and they aren't the most effective way to build MP. They're damage-dealing attacks that you can add onto the end of his light attack combos to interrupt, knockdown or finish off an enemy. Their slow natural recovery can be block- or evade-cancelled almost immediately after the attack hits, so they're still quite safe as long as you carefully time when you use them. Be careful of combos that end with Roland leaping high into the air with a rising slash. Unlike most of his other attacks, this recovers very slowly; Roland can't block or evade until he's landed on the ground again!

Dash Attack Strings

Dash attacks all work the same way as Evan's, in that they allow you to continue your normal combos. Roland's light dash attack is no exception, but it also gives him high mobility, allowing him to reposition very quickly. Its recovery can be immediately cancelled by blocking or evading, allowing you to repeat it; this can help to get Roland out of dangerous situations, such as when it is used to quickly get away from an area-of-effect attack when simply running or evading wont make it. It also allows Roland to chase down evasive enemies, or take them by surprise. A particularly effective tactic against groups is block-cancelling his light dash attack twice so he ends up in the middle of them before they've moved far from their starting positions, allowing you to use his fast area-of-effect skills to kill, stun, or knock down the entire group.

Roland's heavy dash has the same purpose as Evan's—allowing him to quickly catch an enemy by surprise to interrupt their attack and sequence into the hard-hitting heavy attack combo. It has less range than his light dash attack but more immediate Speed.

Key Dash Attack String 1

Input	□	△	△	△
Power	10	14	14	18
CBP	V.Lo	Low	Low	Low
Stun	.17	.12	.12	.12
MP Gain	10	14	14	18
Reaction	S/M	S/S	S/S	K/W

Key Attack String 1

Input	□	□	□	□	□
Power	10	10	10	10	15
CBP	V.Low	V.Low	V.Low	V.Low	V.Low
Stun	.17	.17	.17	.17	.17
MP Gain	10	10	10	10	15
Reaction	S/M	S/M	S/M	S/M	K/W

Key Attack String 2

Input	□	□	□	□	△	△	△
Power	10	10	10	10	14	14	18
CBP	V.Low	V.Low	V.Low	V.Low	Low	Low	Low
Stun	.17	.17	.17	.17	.12	.12	.12
MP Gain	10	10	10	10	14	14	18
Reaction	S/M	S/M	S/M	S/M	S/S	S/S	K/W

Key Attack String 3

Input	□	□	□	△	△	△
Power	10	10	10	14	14	18
CBP	V.Low	V.Low	V.Low	Low	Low	Low
Stun	.17	.17	.17	.12	.12	.12
MP Gain	10	10	10	14	14	18
Reaction	S/M	S/M	S/M	S/S	S/S	K/W

Key Dash Attack String 2

Input	△	△	△	△
Power	14	14	14	18
CBP	Low	Low	Low	Low
Stun	.12	.12	.12	.12
MP Gain	14	14	14	18
Reaction	S/S	S/S	S/S	S/S

Reaction: S/ = Stagger • K/ = knockdown • /W = Weak • /M = Medium • /S = Strong

Abilities

Many of Roland's Abilities take advantage of his proficiency with the sword and his advanced knowledge of tactics to strike multiple foes while debilitating them in the process. His presidential prowess allows him to bring his firearms training to bear with a Dark blast capable of sending aerial foes crashing to the ground. Once he's leveled up enough, Roland gains access to a buff that raises his Melee attack strength, and learns to call upon both his skill with the blade and expert marksmanship to perform his signature Executive Takedown!

Flatliner & Cross Cut

Unlock: None

Flatliner is the first ability acquired and you'll get a great deal of mileage out of it throughout your adventure. Roland unleashes a sweeping slash that generates a shockwave of energy in a 360-degree radius around him, hitting anything within range up to three times. Flatliner's low MP cost combined with its solid damage, impressive range, and fast activation time make it an ideal choice when looking to quickly dispatch crowds of enemies with little effort. This ability deals purely Physical damage and doesn't scale sharply, so expect its effectiveness to be reduced as your journey continues; Flatliner's medium stun value keeps it relevant by allowing it to destabilize and knockdown larger foes, and you can always count on this ability to put a swift end to any unwanted encounters against weaker enemies!

Cross Cut introduces a vertical slash following the initial sweeping shockwave and deals more damage as a result. This enhanced ability's high stun, fast activation time, and low MP cost make it ideal when aiming to knock down vulnerable opponents. Keep a maxed-out Zing gauge on reserve and unleash a Cross Cut the moment you see an opening!



Flatliner — Power 30 — MP 1

A rapid sideways slash sends out shock waves, doing damage even at a distance.

SCALING Melee CBP 59 STUN Medium REACTION Knockdown (weak)

⇒ 3-Hit Circular Area of Effect Melee Slash.



Cross Cut — Power 40 — MP 1

Horizontal and vertical slashes send out shock waves in two different directions.

SCALING Melee CBP 69 STUN High REACTION Knockdown (medium)

x4 ⇒ Follow-up vertical slash added for a total of 4-Hits. Higher damage, stun, and CBP.

Unlock: Lv. 8 Circular Sword & Cyclone Sword

Circular Sword shares some similarities with Flatliner, but it occupies a slightly different role as part of Roland's arsenal. This ability performs a 360-degree circular slash that strikes any opponent inside its radius twice, with the second hit being much more powerful and benefiting from a medium stun property. At the cost of 2MP, Circular Sword is more expensive to cast than Flatliner, but it deals more damage overall, and inflicts a temporary de-buff that reduces the Melee attack strength of any enemy it strikes by 10% for the next 30 seconds! This isn't much use against weaker enemies who can be dispatched instantly and don't pose much of a threat, but it can prove beneficial during prolonged encounters against more dangerous opponents. Lastly, avoid using Circular Sword when attempting to perform a charge break, since the MP cost to CBP ratio isn't great.

Cyclone Sword imbues Roland's circular slash with the Wind element and now inflicts a 20% Melee attack strength reduction to any enemy it strikes. This enhanced ability also comes with an increase in damage, stun, and CBP so it's more effective across the board. It's still not a great choice for charge breaks, but it can deal some serious damage to tougher enemies weak against the Wind element; it can also be used to slice through weaker enemies without much trouble. Do note that the de-buff inflicted by both Circular Sword and Cyclone Sword can't be applied to enemies who exclusively use Magical attacks, so neither version of this move will be able to reduce the damage dealt by these types of foes.



Circular Sword — Power 40 — MP 2

A spinning slash that can cut surrounding foes and also lower their physical attack.

SCALING Melee CBP 79 STUN Medium REACTION Knockdown (weak)

⇒ 2-Hit Circular Area of Effect Melee Slash. Lowers the Melee attack strength of all enemies hit by 10% for 30 seconds.



Cyclone Sword — Power 50 — MP 2

A wind-infused spinning slash that hits over an area and lowers physical attack.

SCALING Melee CBP 99 STUN High REACTION Knockdown (weak)

x4 ⇒ Lowers Melee attack strength of all enemies hit by 20% for 30 sec. Can be stacked with Circular Sword for a total of 30%. Increased damage, stun, and CBP.

Heavy Ammo & Superheavy Ammo

Unlock: Lv. 18

Heavy Ammo allows Roland to launch a powerful gunshot infused with Dark energy at a single target. This shadowy projectile travels in a straight trajectory and deals significant Dark-based damage; it has a medium stun property, so it's quite useful for taking down pesky aerial foes such as wyverns. Heavy Ammo doesn't track targets accurately, so be sure to lock-on and wait for agile targets to slow down or stop moving before firing the shot. This ability deals a modest 80 CBP, but it synergizes quite well with Higgledy Explosions. It's therefore possible to output much higher CBP values and perform charge breaks more often by absorbing as many of these tiny sprites as you can before letting loose your Heavy Ammo shot!

Superheavy Ammo generates a stronger gunshot that now detonates upon impact and can knock multiple airborne targets out of the sky; this is unreliable, however, since the flying enemies need to be tightly grouped up for them to get caught in the blast. This newly-introduced explosion has no effect on grounded opponents, so you should always expect Superheavy Ammo to exclusively deal damage to a single target in those situations. The higher damage, stun, and CBP values are, the biggest benefits gained from performing this enhanced ability, and it synergizes even better with Higgledy Explosions because of these improvements!

Heavy Ammo — Power 40 — MP 2

Unleashes a blast of dark energy that is perfect for bringing down airborne foes.

SCALING Ranged CBP 80 STUN Medium REACTION Knockdown (weak)

⇒ Single Gunshot Blast. Can knock aerial foes to the ground.

Superheavy Ammo — Power 50 — MP 2

A powerful blast of dark energy that can fell airborne enemies over a wide area.

SCALING Ranged CBP 100 STUN High REACTION Knockdown (medium)

x4 ⇒ Adds an explosive blast upon impact that exclusively affects airborne foes. Higher damage, stun, and CBP.



Heavy Ammo can be used to knock down sturdier aerial foes such as wyverns! Don't position yourself beneath your target before firing, however, since the shot can't be aimed directly upwards and will likely miss when launched from that angle!

Clarity of Purpose & Enhanced Clarity of Purpose

Unlock: Lv. 30

Clarity of Purpose boosts Roland's Melee attack strength by 15% at the cost of MP; this effect lasts 30 seconds and can be refreshed by activating this ability once again. Clarity of Purpose takes a few seconds to activate and leaves you briefly vulnerable, so it's best used when you're not in immediate danger. It's important to note that this 15% increase to Melee attack strength doesn't just raise the damage of Roland's basic sword slashes, but also improves the damage of any skill that scales with this attribute. This includes Flatliner, Circular Sword, and Swathe Cutter to name a few; ranged attacks and spells such as Static Wall don't benefit from this, since they deal Ranged and Magical damage respectively.

It's possible to Enhance Clarity of Purpose by either absorbing four non-elemental (white) Higgledies, or by activating the Zing Effect. This increases your Melee attack strength by 25% instead, and can be combined with the basic Clarity of Purpose for a total of 40%. This back-to-back buffing spree can be quickly performed at the start of battles for the modest cost of 2MP, but be sure not to activate the enhanced version twice by accidentally switching to another weapon with a full Zing gauge!

Clarity of Purpose — Power N/A — MP 1

A sword slash that focuses the mind and boosts physical attack for a short time.

SCALING None CBP 0 STUN None REACTION None

⇒ Self-buff that boosts Roland's Melee attack strength by 15% for 30 seconds.

Enhanced Clarity of Purpose — Power N/A — MP 1

A sword slash that focuses the mind and boosts physical attack for a short time.

SCALING None CBP 0 STUN None REACTION None

x4 ⇒ Increases buff value to 25%. Can be stacked with the basic version of Clarity of Purpose for a total of 40%.



The beginning of battles provides a nice window of opportunity in which to safely cast Clarity of Purpose before your foes begin their offensive.

Swathe Cutter & Wave Cutter

Unlock: Lv. 42

Swathe Cutter is a mighty horizontal slash that hits in a wide fan-like area in front of Roland. This ability only strikes each enemy within its area-of-effect once, but it deals a tremendous amount of damage; it also lowers the Physical defense of every foe struck by 10% for the next 30 seconds. Since it costs 3MP, Swathe Cutter is best reserved for battles against tougher enemies who can't easily be dispatched by less expensive skills. Swathe Cutter deals a respectable 170CBP and can be used to break through lower-level charged attacks; absorbing Higgledy followers can raise the CBP dealt by adding some Higgledy Explosions to the mix, and the relatively short period of time it takes to perform Swathe Cutter can often be followed up by another ability to finish the job!

Wave Cutter imbues the ability's horizontal slash with the Water element and upgrades its damage output. The Physical defense of each foe struck by the attack is now lowered by 20%, and this can be combined with the 10% reduction inflicted by Swathe Cutter for a total of 30%. This is a bit tricky to accomplish due to high MP requirements, but performing a charge break by unleashing Swathe Cutter immediately followed by Wave Cutter (pausing to use sixth censers between attacks to replenish your MP) can leave your opponent in a dazed state with severely compromised Physical defenses.

Swathe Cutter — Power 80 — MP 3

A slash strong enough to cut metal that can also lower foes' physical defense.

SCALING Melee CBP 170 STUN Medium REACTION Knockdown (medium)

⇒ Powerful single hit melee slash. Lowers the Physical defense of all enemies hit by 10% for 30 seconds.

Wave Cutter — Power 100 — MP 3

A stinging, water-infused strike that can also lower foes' physical defense.

SCALING Melee CBP 200 STUN High REACTION Knockdown (medium)

x4 ⇒ Lowers the Physical defense of all enemies hit by 20% for 30 seconds. Higher damage, stun, and CBP.



Use Swathe Cutter to deal a lot of damage while lowering your opponent's Physical defenses!

Executive Order & Executive Takedown

Unlock: Lv. 30

Roland lays down the law by performing a stylish 7-hit combo comprised of four sword slashes followed by a trio of gunshots. Executive Order has a short range and is focused entirely on a single target, so it's most effective when used against tougher enemies and bosses. It takes a few seconds for Roland to complete this combo, during which your target can often move out of reach if it didn't get staggered by the initial sword slashes; to counter this, you'll want to wait until the opponent is recovering from an attack or is otherwise incapacitated to ensure that all your hits connect. Executive Order deals a substantial 269CBP if each of its seven hits land on target, so using it while an enemy prepares a charged attack can deal a lot of damage while also having a high chance of performing a charge break!

Executive Takedown upgrades Roland's combo to a presidential 12-hit blitz imbued with the Fire element; the opening salvo now consists of eight sword slashes followed by a trio of gunshots leading into a massive fiery gun blast. Executive Takedown can be devastating against foes weak against the Fire element, but its most impressive characteristic is the monumental 457CBP it can deal if all 12 hits successfully connect with their target. This can easily be achieved if you activate Executive Takedown the moment an enemy begins charging up, and will guarantee a charge break in almost all instances—regardless of the target's current charge break level!

Executive Order — Power 22 — MP 3

Roland mixes up his sword and sidearm skills in an explosive combo attack.

SCALING Melee CBP 269 STUN Medium REACTION Stagger (medium)

⇒ Stylish 7-Hit Melee/Gun Hybrid Combo. Short range but very powerful.

Executive Takedown — Power 20 — MP 3

Roland mixes up his sword and sidearm skills in an explosive and fiery fury.

SCALING Melee CBP 457 STUN Medium REACTION Stagger (medium)

x4 ⇒ 12-hit melee/gun hybrid combo that finishes with Fireball gunshot. Higher damage, stun, and CBP.



You can use Executive Order to dish out lots of damage once a foe has been knocked down or incapacitated!

Tani's Combat Guide



Combat Profile

Tani

The only daughter of Batu, leader of the sky pirates. He brought her up to be tough and unafraid to speak her mind, and she learned this lesson well—some would say too well. Which isn't to say she doesn't have a secret soft spot for pretty dresses and puppy dogs…

ABILITIES	ENHANCED	PAGE
Plunder	Plunder	71
Burrowing Bolt	Blizzard Bolt	72
Windwhirl	Whirlicane	72
Hail of Arrows	Stinkpot Strike	73
Bird's-Eye Bolt	Eagle-Eye Bolt	73

SPELLS	ENHANCED	PAGE
Spark Spike	Shock Spike/Lightning Spike	56
Spark Shower	Spark Storm	57
Lifeline	—	53

Neutral Attack Strings

Tani's spear has long range, and she jumps forwards during many of her light attacks. This means she can easily reach with an attack after evading the enemy and won't miss important opportunities to deal damage. Tani's attacks generally recover very quickly, so she can evade away after them, giving her a naturally mobile, hit-and-run playstyle. Her attacks put more emphasis on range and speed than power; she's all about dealing quick, safe damage while building up MP that she can use for her powerful ranged skills.

Tani's heavy attacks aren't that much slower than her light attacks. Her spinning, multiple-hit heavy attack can regain MP and apply status effects with every blow, but this attack leaves her locked in place for a while and only applies a medium stagger, so you need to time its use carefully. Several of her light-to-heavy-attack combo strings allow her to stab with the spear multiple times; this deals strong damage with every hit and is great for applying status effects, but doesn't build much MP. Just like Evan and Roland, the end of many of Tani's combo strings is a rising, knock-down blow that prevents Tani from blocking or evading until she lands, so break off the attack before this blow if the enemy you're fighting is likely to retaliate!

Dash Attack Strings

Tani's dashing light allows her to close in to build MP quickly after evading an attack, allowing her access to all her light attack combos. It travels further than her already impressive neutral light attack, making it a good choice when you want to sequence into a specific combo with her.

Her heavy dash attack is a different beast. This attack is lightning-quick with a long range and immediate recovery, making it the perfect way to counter-attack an enemy you've successfully evaded. It sequences into the rest of her heavy attack combo very quickly and is the fastest way to get to her spinning attack to apply status ailments, attack multiple enemies, or just recover some quick MP. The entire heavy attack combo string, when started with the dash attack, can chase down enemies as they try to escape. The last of this combo is slower with longer recovery, though—when fighting an enemy likely to retaliate it's often better to evade away after the spinning attack rather than complete the move.

Key Dash Attack String 1

Input	ⓛ	Ⓐ	Ⓐ	Ⓐ
Power	10	14	8	18
CBP	V.Low	Low	Low	Low
Stun	.19	.11	.6	.11
MP Gain	10	14	8	18
Reaction	S/W	S/S	S/W	K/W

Key Attack String 1

Input	ⓛ	ⓛ	ⓛ	ⓛ	Ⓐ	Ⓐ	Ⓐ
Power	10	10	10	10	8	14	18
CBP	V.Low	V.Low	V.Low	V.Low	Low	Low	Low
Stun	.19	.19	.19	.19	.6	.11	.11
MP Gain	10	10	10	10	8	14	18
Reaction	S/W	S/W	S/W	S/W	S/W	S/S	K/W

Key Attack String 2

Input	ⓛ	ⓛ	ⓛ	Ⓐ	Ⓐ	Ⓐ
Power	10	10	10	7	14	18
CBP	V.Low	V.Low	V.Low	Low	Low	Low
Stun	.19	.19	.19	.11	.6	.11
MP Gain	10	10	10	7	14	18
Reaction	S/W	S/W	S/W	S/S	S/S	K/W

Key Attack String 3

Input	ⓛ	Ⓐ	Ⓐ	Ⓐ
Power	10	14	7	18
CBP	V.Low	Low	Low	Low
Stun	.19	.4	.11	.11
MP Gain	10	14	7	18
Reaction	S/W	S/S	S/S	K/W

Key Dash Attack String 2

Input	Ⓐ	Ⓐ	Ⓐ	Ⓐ
Power	14	14	8	18
CBP	Low	Low	Low	Low
Stun	.11	.11	.6	.11
MP Gain	14	14	8	18
Reaction	S/S	S/S	S/W	K/W

Reaction: S/ = Stagger • K/ = knockdown • /W = Weak • /M = Medium • /S = Strong

Abilities

This young Sky Pirate lass is a crack shot with the bow, so it's no surprise that her Abilities are predominantly focused on exploiting those talents. Her Burrowing Bolt is a cheap and efficient way to take out weaker enemies from afar, while some of her late-game Abilities allow her to rain death from the cover of safety. Tani is also well-versed in the art of thievery, and her unique Plunder ability allows her to snatch valuable items and gear from unsuspecting victims. Her proficiency with the spear is also worth mentioning, as Tani's Windwhirl ability can lash out at multiple foes and makes her dangerous even when cornered!

Plunder & Enhanced Plunder

Unlock: None

Plunder is a unique ability that allows Tani to steal an item or piece of equipment by performing a short hop forward toward an enemy. This costs a hefty 2MP and there's no guarantee you'll succeed, but there are a few things you can do to improve your chances. First, it's important to note that you cannot steal from targets whose names are displayed in red; the higher your level in relation to the enemy's, the better your chances of succeeding become. Don't waste your MP by attempting to use Plunder against bosses or Tainted Monsters either, since none of them carry anything that can be stolen.

Next, you'll have to ensure that Tani physically connects with the enemy as she performs this ability; missing the mark will waste your precious MP, so it's essential that you pick your moments carefully! You'll want to knock down smaller targets with a Spinning Slice to stop them from moving before going in for the steal. Against larger foes, you can attempt to Plunder once they're in a dazed state following a charge break, and when they're otherwise sitting still or incapacitated for a few moments. You can only successfully steal once per enemy, so avoid repeatedly using this ability on a target whose bounty you've already claimed!

Even if Plunder connects with the enemy, there's still a chance that Tani will fail to steal anything. To increase your odds of success, you can perform an enhanced version of Plunder by activating the Zing Effect or by absorbing four non-elemental (white) Higgledy followers; the latter is rarely practical since it forces you to stand in place, so focus on building your Zing gauges instead before using Plunder. Equipping the Light-Fingered Ring on Tani (which you can obtain by defeating seven Tainted Monsters) can also improve your chances by 20%! Equipment that reduces MP consumption proves to be really useful when attempting to go on a stealing spree, since it will allow you to activate Plunder for half the MP cost!

The kinds of items and equipment that can potentially be stolen vary according to each enemy's type as well as its level, so the possibilities are far too numerous to list. You can expect far better rewards from using Plunder against stronger enemies, however, so focus on these when looking to acquire better gear (just be certain that their levels aren't so far beyond yours that it becomes impossible to steal from them)! There are no items or piece of gear that can only be acquired through stealing, so completionists can rest easy!

Plunder

Power	MP
N/A	2

Steals items from enemies, with success being more likely the bigger the build-up.

SCALING Melee **CBP** 0 **STUN** High **REACTION** Stagger (strong)

⇒ Chance of stealing an item from a single enemy. Impossible to steal from bosses or Tainted Monsters.

Enhanced Plunder

Power	MP
N/A	2

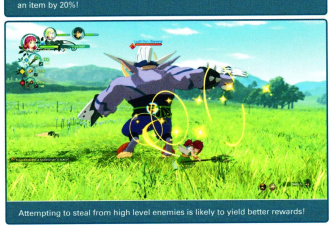
Steals items from enemies, with success being more likely the bigger the build-up.

SCALING Melee **CBP** 0 **STUN** High **REACTION** Stagger (strong)

x4 ⇒ Raises chance of successfully stealing an item.



Give Tani the Light-Fingered Ring to increase her odds of successfully stealing an item by 20%!



Attempting to steal from high level enemies is likely to yield better rewards!

Burrowing Bolt & Blizzard Bolt

Unlock: None

Burrowing Bolt lets loose a powerful arrow that pierces through any target along a straight trajectory; this ability can be fired extremely quickly and only costs 1MP, so it's one of Tani's most reliable options for dealing damage at a distance. You'll ideally want to line up a group of targets before unleashing a Burrowing Bolt; this way, the arrow can hit as many of them as possible and maximize its damage dealing potential.

Burrowing Bolt's medium stun value means it won't cause any reaction against sturdier foes, but it's still capable of bowling over packs of weaker enemies. This ability's modest CBP value of 60 doesn't accurately reflect its effectiveness, since absorbing Higgledy followers can greatly increase the amount of CBP dealt; combined with Burrowing Bolt's fast activation and travel time, this often means you can fire up to three or four of these powerful arrows before the enemy's charged attack is complete!

Blizzard Bolt imbues Tani's arrow with the Water element and provides a substantial increase in damage. Although its name might imply otherwise, Blizzard Bolt can't be used to inflict the Freeze status ailment; it's quite powerful against enemies that have a weakness to Water, however, and its medium stun rating now allows it to knock down a wider range of foes. Blizzard Bolt also raises the CBP dealt to 80, so it has a slightly higher chance of performing charge breaks; this makes it a good option when aiming to break through charged attacks from a safe distance during the early portions of the game!



Burrowing Bolt — Power 30 — MP 1

Sends arrows smashing into foes so hard that they're sometimes stunned.

SCALING Ranged **CBP** 60 **STUN** Low **REACTION** Knockdown (weak)

⇒ Powerful arrow shot with piercing properties. Hits every enemy in its trajectory once.



Blizzard Bolt — Power 40 — MP 1

Sends icy arrows smashing into foes so hard that they're sometimes stunned.

SCALING Ranged **CBP** 80 **STUN** Medium **REACTION** Knockdown (weak)

x4 ⇒ Higher damage, stun, and CBP.



Line up your targets and watch in satisfaction as your Burrowing Bolt pierces through each of them!

Windwhirl & Whirlicane

Unlock: Lv. 18

Windwhirl allows Tani to perform a 9-hit whirling dance of spear slashes that deals Wind damage to anything it comes into contact with; this swirling attack is capable of hitting enemies in a 360-degree radius, but it looks you in place while its lengthy animation completes. Weaker foes will get staggered by each blow and won't be able to escape Windwhirl's grasp, but sturdier enemies can shrug off the initial hits. This allows them to counterattack or move outside the reach of Windwhirl's powerful final hit, so it's best to wait until tougher opponents are either incapacitated or charging up before using this ability. Windwhirl deals a respectable 217CBP if each hit connects, so for 2MP, it represents another solid option when looking to perform charge breaks.

Whirlicane functions identically to its lesser incarnation but features slightly increased range and better values across the board. This enhanced version's damage output is improved, and it now deals a substantial 253CBP, so it stands a better chance of breaking through charged attacks. Whirlicane also comes with a high stun value, but this only applies to the final hit, so larger foes can still move out of range once the attack has begun.



Windwhirl — Power 110 — MP 2

A spinning whirlwind of a spear combo that assails enemies all around.

SCALING Melee **CBP** 217 **STUN** Medium **REACTION** Knockdown (medium)

⇒ 9-Hit Spear Combo. Circular Area of Effect surrounding Tani's location.



Whirlicane — Power 130 — MP 2

A raging cyclone of a spear combo that obliterates enemies all around.

SCALING Melee **CBP** 253 **STUN** High **REACTION** Knockdown (strong)

x4 ⇒ Slightly increased range. Higher damage, stun, and CBP.



Windwhirl's final hit deals more damage and can send most enemies into a knockdown state!

Hail of Arrows & Stinkpot Strike

Unlock: Lv. 32

This ability summons a rain of arrows directly above its target, hitting any foes within its medium-sized area up to four times. Hail of Arrows has a relatively high MP cost, so you'll want to maximize its damage output by locking-on to an enemy near the center of the pack; using this method, you can catch as many opponents as possible in the ability's radius. Hail of Arrows excels at applying status ailments when paired with a bow that has a chance of inflicting one; focus on Poison or Confusion, since Sleep is likely to get canceled by subsequent hits as soon as it's inflicted. Hail of Arrows only deals 148CBP, but it synergizes incredibly well with Higgledy Explosions; you'll want to absorb as many Higgledy followers as possible to greatly increase both the damage and CBP dealt by this attack.

Stinkpot Strike imbues Tani's arrows with the Dark element and greatly widens the area-of-effect surrounding the target. It doesn't deal any additional damage (except against enemies vulnerable to the Dark element), but it has a 10% chance of inflicting Poison on its victims. Stinkpot Strike's expanded radius proves to be its best asset, however, since the attack is now capable of hitting entire groups of foes without any trouble. Try to absorb Higgledy followers before letting loose this volley of Dark arrows, as doing so can vastly increase its damage output and easily break through the majority of charged attacks!

Hail of Arrows

Power 80 MP 3

A formidable move that rains down arrows on unsuspecting enemies.

SCALING Ranged **CBP** 148 **STUN** Medium **REACTION** Knockdown (weak)

⇒ 4-Hit rain of arrows. Medium-sized Area of Effect around target.

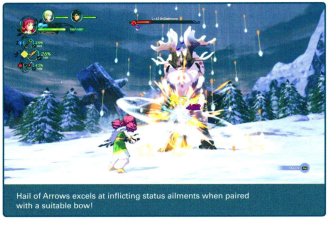
Stinkpot Strike

Power 80 MP 3

An uncompromising attack that rains poison arrows on unsuspecting enemies.

SCALING Ranged **CBP** 152 **STUN** High **REACTION** Knockdown (weak)

x4 ⇒ 10% chance of inflicting Poison. Much larger Area-of-effect. Higher stun, and higher CBP.



Hail of Arrows excels at inflicting status ailments when paired with a suitable bow!

Bird's-Eye Bolt & Eagle-Eye Bolt

Unlock: Lv. 48

Bird's-Eye Bolt launches a volley of three homing arrows that converge on a single target. This ability is only effective against stronger opponents or bosses and should never be used when facing crowds of weaker enemies; it can also be useful against nimbler airborne foes that prove difficult to hit with Tani's other ranged attacks. At the cost of 2MP, Bird's-Eye Bolt can output some solid damage, but it's much more effective when used as a delivery mechanism for Higgledy Explosions. Absorb as many Higgledy followers as possible before letting loose this homing triple shot, and you'll boost the damage and CBP dealt by a large amount!

Eagle-Eye Bolt unleashes a barrage of 10 homing arrows that mercilessly seek out their target and deal massive amounts of damage. This enhanced ability is a dramatic upgrade over its basic counterpart and is well worth spending your Zing gauges to activate! It's extremely effective against larger enemies and bosses, and since it now deals 250CBP in total, it's also a great way to perform charge breaks from a distance. Having a team of non-elemental Higgledy followers on your active roster is highly recommended if you play as Tani, since it can allow you to cast this enhanced ability more often. Another benefit of Eagle-Eye Bolt is its capacity to inflict status ailments when a suitable bow is equipped; both Poison and Confusion can have a large impact during some of the more challenging boss or Tainted Monster encounters.

Bird's-Eye Bolt

Power 20 MP 2

Sends nearby enemies into a blind panic with a volley of homing arrows.

SCALING Ranged **CBP** 123 **STUN** Low **REACTION** Stagger (strong)

⇒ Homing triple arrows. Single target only.

Eagle-Eye Bolt

Power 12 MP 2

A volley of homing arrows that can pursue enemies over a wide area.

SCALING Ranged **CBP** 250 **STUN** Medium **REACTION** Stagger (strong)

x4 ⇒ Volley of 10 homing arrows. Single target only. Higher damage, stun, and CBP.



The homing arrows launched by Bird's-Eye Bolt are great for taking down nimble airborne foes!

Batu's Combat Guide



Combat Profile

Batu

A sky pirate chieftain also known as the Cloud Snake, a name that strikes fear into decent and law-abiding hearts. He's fiercely protective of his underlings and quick to anger, and has a daughter, Tani, who he instructs in the arts of flying and fighting.

ABILITIES	ENHANCED	PAGE
In a Spin	Full Swing	75
Strongman Stance	Strongman Stance	76
Cannon Shot	Cannonade	76
Tooth-Rattler	Collywobbler	77
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SPELLS	ENHANCED	PAGE
Stone Slinger	Rock Flinger/ Boulder Bunger	58
Ogre's Fingers	Giant's Fingers	59

Neutral Attack Strings

Batu's combat strategy is based around using his various heavy attacks to deal big chunks of Physical damage, while using his light attacks to build MP for his skills. His combo strings are focused on powerful single hits rather than speed, and feature slow, high-damage blows. After the second light attack in a combo, the next heavy attack in Batu's strings will deal heavy damage, apply knockback, and usually finish the sequence. Batu's light attacks are actually quite fast and the entire light attack string is capable of building a lot of MP, especially the shoulder hit attack that connects three times.

His heavy attacks have more stun resistance than many other characters, allowing Batu to go toe-to-toe with his enemies without being knocked down or interrupted as often. This allows you to finish his light attack combos with his slow, damaging heavy attack enders. It also lets him get himself into trouble, since he can be hit by multiple high-damage attacks without being protected by knockdown, so be careful! Batu's heavy attacks all deal either strong stagger or knockdown, and all of them deal high damage. The highest damage individual hit comes from the final rising blow in the first listed combo attack, which doesn't take as long to recover as it might appear—you can cancel the recovery mid-air with an evade, block or by using a skill.

Key Attack String 1

Input	ⓨ	ⓨ	ⓑ	ⓑ	ⓨ
Power	14	14	7	14	21
CBP	V.Low	V.Low	V.Low	V.Low	V.Low
Stun	.26	.26	.13	.26	.26
MP Gain	14	14	7	14	21
Reaction	S/M	S/W	S/S	S/S	K/W

Key Attack String 2

Input	ⓨ	ⓨ	ⓑ	Ⓐ
Power	14	14	7	32
CBP	V.Low	V.Low	V.Low	Low
Stun	.26	.26	.13	.18
MP Gain	14	14	7	32
Reaction	S/W	S/W	S/S	K/S

Key Att. String 3

Input	ⓨ	ⓨ
Power	10	10
CBP	10	12
Stun	Extr	Low
MP Gain	17	17
Reaction	S/M	S/M

Reaction: S/ = Stagger • K/ = knockdown • /W = Weak • /M = Medium • /S = Strong

Dash Attack Strings

Batu's listed light dash attack allows him to continue into the last three hits of his heavy attack combo string—he normally does this when starting with a neutral light attack. This turns Batu's backwards kick light dash attack into one of his best opening attacks, capable of sequencing immediately into either a long, damaging heavy attack combo or a fast, MP-building light attack combo.

His heavy dash attack is quick to start, but slow to recover and takes a while to sequence into the next attack—this also means you can't block or evade immediately, so be cautious where and when you use it. Its downward sweep is good for hitting aerial targets and its sudden forward momentum can catch an enemy trying to run away; if the attack itself doesn't knock them down, a Spinning Slice immediately afterwards will.

Key Dash Attack String 2

Input	Ⓐ	Ⓐ	Ⓐ	Ⓐ
Power	20	17	21	31
CBP	Low	Low	Low	Low
Stun	.18	.16	.18	.18
MP Gain	20	17	21	31
Reaction	S/S	S/S	S/S	K/S

Key Dash Attack String 1

Input	ⓨ	ⓨ	ⓨ	ⓨ	Ⓐ
Power	12	14	7	14	34
CBP	V.Low	V.Low	V.Low	V.Low	Low
Stun	.26	.26	.13	.26	.18
MP Gain	12	14	7	14	34
Reaction	S/S	S/S	S/S	S/S	K/S

Abilities

Batu is a simple man with a singular passion for smashing as many opponents as possible with his hammer. The brash leader of the sky pirates can further raise his already colossal Physical defense by flexing a pose and entering his Strongman Stance—before running headlong into battle and activating one of his many melee Abilities. Though not quite as adept as his daughter with a bow, Batu can deliver powerful explosive arrows to his enemy's doorstep using his Cannon Shot ability. Once he's reached level 50, his Swab-Soaker ability can deliver a blow of such magnitude that no charged attack will be able to withstand the impact!

In a Spin & Full Swing

Unlock: None

In a Spin causes Batu to rotate on his own axis while swinging his massive hammer around; this revolving attack can hit nearby enemies up to 10 times, before walloping them with a powerful swing that causes knockdown. In a Spin is best used against a crowd of weaker enemies, since they can easily be staggered by each hit and won't be able to escape Batu's wrath. It's possible to influence the direction of the spin by tilting the left analog stick, but it only works when no enemies are nearby; this can be used to steer toward the closest enemy if you find yourself out of position. In a Spin deals 129CBP if all 10 hits connect, though it takes a while to complete, so it might not be able to perform a charge break if your party members aren't also there to assist you.

Full Swing increases the range of Batu's spin and deals more damage; it retains the same number of hits and takes the same amount of time to perform, but you'll now be able to cleave through bigger crowds with ease. Full Swing has a slightly higher CBP value of 149, and also benefits from a high stun rating on its ending swing. Neither In a Spin nor Full Swing generate Higgledy Explosions when Higgledy followers have been absorbed, so there's no benefit to doing so beyond absorbing the four non-elemental Higgledies that can be used to activate the enhanced versio of this ability.



In a Spin — Power 60 — MP 1

Batu swings and spins, attacking enemies all around him.

SCALING Melee **CBP** 129 **STUN** Medium **REACTION** Knockdown (strong)

⇒ 10-hit spinning hammer attack followed by a giant swing that causes knockdown.

Full Swing — Power 80 — MP 1

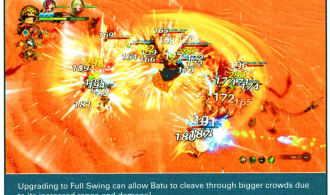
Batu swings and spins at full strength, attacking enemies all around him.

SCALING Melee **CBP** 149 **STUN** High **REACTION** Knockdown (strong)

x4 ⇒ Increased range. Higher damage, stun, and CBP.



In a Spin can make short work of tightly clustered groups comprised of weaker enemies, but be careful, since sturdier foes can withstand the blows and retaliate while Batu is busy swinging!



Upgrading to Full Swing can allow Batu to cleave through bigger crowds due to its increased range and damage!

Strongman Stance & Enhanced Strongman Stance

Unlock: Lv. 14

Entering the Strongman Stance increases Batu's Physical defense by 15% for the next 30 seconds. This reduces the severity of injuries caused by melee and ranged attacks but has no impact on the damage received from those classified as either magical or elemental. This ability only costs 1MP and increases Batu's survivability, so it's worth activating during encounters against tougher opponents. Strongman Stance's duration can be refreshed by casting the ability again before the buff disappears; this effect isn't cumulative, however, and will simply keep the buff active for another 30 seconds.

It's possible to activate an enhanced version of Strongman Stance by using the Zing Effect or by absorbing four non-elemental (white) Higgledy followers. This improves Batu's Physical defense by 25% instead of the 15% increase provided by the basic version, but the duration remains unchanged at 30 seconds. Unlike some other buffs, it's impossible to stack both versions of this ability, so prioritize the enhanced Strongman Stance whenever the option is available!



Strongman Stance

Power: N/A | MP: 1

Batu's brawn helps him stand strong, increasing defense and reducing damage.

SCALING None | CBP 0 | STUN None | REACTION None

⇒ Self-buff that boosts Batu's Physical defense by 15% for 30 seconds.



Enhanced Strongman Stance

Power: N/A | MP: 1

Batu's brawn helps him stand strong, increasing defense and reducing damage.

SCALING None | CBP 0 | STUN None | REACTION None

x4 ⇒ Increases buff value to 25%. Can't be stacked with basic Strongman Stance.



Make sure you're out of harm's way before activating Strongman Stance, since it leaves Batu vulnerable for a couple of seconds while he powers up!

Cannon Shot & Cannonade

Unlock: Lv. 27

Cannon Shot is Batu's only ranged ability, and activating it lets loose a single explosive arrow that detonates at the point of impact; the resulting blast deals a single hit of Fire damage to any target within its radius. Cannon Shot is most useful against groups of weaker opponents or larger foes with a vulnerability to the Fire element. This ability has a medium stun value, so it will knock down lesser foes with ease and has the potential to also blow away sturdier targets if timed properly. Cannon Shot only costs 1MP and deals 88CBP, so you can often rapid-fire a few of these explosive arrows (if you have enough MP) in the time it takes for an enemy's charged attack to complete; this can allow you to occasionally perform charge breaks from a distance when there's no time for Batu to get within melee range!

Cannonade greatly increases the arrow's explosive potential and now creates a cluster of smaller blasts as it detonates. This enhanced ability features an expanded area-of-effect and can hit each target four times; its individual hits are weaker than the single one dealt by Cannon Shot, but the overall damage output is higher on a per-target basis. Cannonade also deals high stun, slightly more CBP, and synergizes strongly with Higgledy Explosions, so try to absorb as many of these sprites as possible before letting loose this fiery arrow!



Cannon Shot

Power: 40 | MP: 1

Lets loose a ferocious fiery arrow that explodes on impact.

SCALING Ranged | CBP 80 | STUN Medium | REACTION Knockdown (medium)

⇒ Explosive arrow. Detonates on impact and hits any target within its radius once.



Cannonade

Power: 50 | MP: 1

Lets loose a ferocious fiery arrow that explodes again and again on impact.

SCALING Ranged | CBP 88 | STUN High | REACTION Knockdown (medium)

x4 ⇒ Generates a cluster of smaller explosions within an expanded radius. 4 Hits per target. Higher damage, stun, and CBP.



Target the enemy at the center of a group and let loose a Cannon Shot to blow up as many of them as possible!

Tooth-Rattler & Collywobbler

Unlock: Lv. 38

Batu performs a series of three consecutive overhead slams—employing his hammer to generate shockwaves around each point of impact. Tooth-Rattler drives you forward with each hit and can be used to advance on a group of foes while dishing out damage; Batu benefits from higher stun resistance while this ability is active, so only the strongest of enemy attacks can interrupt his assault. The shockwaves generated by the two initial slams are small in size, but the one created by the final hit is larger and stands a better chance of connecting with multiple enemies. Tooth-Rattler comes with a medium stun rating and deals a solid 214CBP, so it can be used to destabilize groups of opponents as well as perform charge breaks!

Collywobbler imbues Batu's hammer with the Fire element, and the blazing shockwaves emanating from each of its three slams benefit from an increase in radius. This raises its effectiveness against groups of opponents as well as those with a weakness to Fire. This enhanced ability also features an increase in CBP dealt for a total of 243, so it has a better chance of performing charge breaks. Absorbing Higgledy followers can bolster the damage and CBP dealt by both versions of this ability, but it's a bit tricky to pull off unless your target has been incapacitated first!

Tooth-Rattler

Power 34 MP 2

A headlong string of hammer attacks that can be useful for closing distance.

SCALING Melee **CBP** 214 **STUN** Medium **REACTION** Knockdown (weak)

⇒ 3-hit series of consecutive hammer slams. Each hit generates a small shockwave on impact.

Collywobbler

Power 40 MP 2

A headlong string of fiery swings that can be useful for closing distance.

SCALING Melee **CBP** 243 **STUN** High **REACTION** Knockdown (weak)

x4 ⇒ Expanded shockwave radius. Higher damage, stun, and CBP.



Tooth-Rattler can cut a path through groups of enemies and knock them to the ground!

Unlock: Lv. 50 Timber-Shiverer & Swab-Soaker

Timber-Shiverer winds up a mighty overhead slam that creates a seismic shockwave on impact; this is followed by a short column of energy that extends past the initial blast zone. This ability has a medium stun rating and can send most foes tumbling backwards—setting them up to get hit by the follow-up column generated at the tip of the shockwave. This can deal two additional hits per target and can be devastating when unleashed on a tightly clustered pack of enemies. Timber-Shiverer deals a maximum of 220CBP if all three hits connect, but you'll have to position yourself slightly away from larger targets to ensure that the energy column doesn't miss.

Swab-Soaker imbues Batu's seismic slam with the power of Water, generating three columns of geysers that spread out from the point of impact in a three-pronged pattern. The middle column extends directly in front, while the other two spread out at a 45-degree angle from the left and right. This enhanced ability is a significant upgrade over Timber-Shiverer, covering more ground and dealing much more damage—particularly against larger enemies that are weak against the Water element. Swab-Soaker's most impressive feature, however, is its potential to deal a colossal amount of CBP; Batu's initial slam deals a respectable 120CBP, but each subsequent hit adds on an extra 70CBP. When positioned directly next to your opponent, it's possible to do upwards of 680CBP, which is more than enough to break through any charged attack in the game—regardless of its charge break value!

Timber-Shiverer

Power 50 MP 3

Hits the ground hard, sending enemies ahead of him flying.

SCALING Melee **CBP** 220 **STUN** Medium **REACTION** Knockdown (strong)

⇒ Mighty overhead hammer slam. Generates a shockwave on impact, along with a column of energy that extends further ahead.

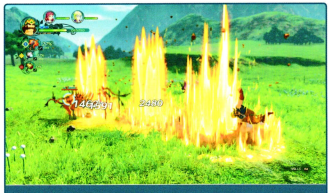
Swab-Soaker

Power 60 MP 3

Hits the ground hard, sending foes ahead of him flying with a column of water.

SCALING Melee **CBP** 500+ **STUN** High **REACTION** Knockdown (strong)

x4 ⇒ Generates three columns of Water geysers that spread out from the point of impact. Higher damage and stun. Incredible CBP potential.



Try to line up enemies before unleashing Timber-Shiverer, since the column of energy it generates can deal severe damage along a straight trajectory!

Leander's Combat Guide



Combat Profile

Leander Aristides

The chief adviser at the court of Queen Nerea, Leander uses his formidable intellect to steer the ship of state in Hydropolis. He and the Queen declared their undying love to one another as children, and now he accepts her haughtiness with equanimity.

ABILITIES	ENHANCED	PAGE
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Spark Shower	Spark Storm	57
Stone Slinger	Rock Flinger/Boulder Bunger	58
Ogre's Fingers	Giant's Fingers	59
Sundown	Midnight/Dead of Night	82
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Neutral Attack Strings

Leander is an unusual character in that he doesn't physically hold his weapon. Instead he uses his magical powers to direct it at his enemies. This means the weapon isn't connected to Leander, so many of his attacks can hit enemies without Leander being in danger. Combined with his excellent evade, this turns him into a very safe character. The individual damage on each of his attacks is weaker than many characters, however. Leander's light attacks are both fast and safe; they're good for building MP and allow him to quickly sequence into powerful heavy attacks.

During his heavy attacks Leander will toss the spear around himself, or throw it forwards. This means that all of his heavy attacks are capable of hitting multiple enemies many times over—the sheer number of hits Leander can fit into a single combo makes him both a fast builder of MP and the best applier of status ailments. Not all of Leander's attacks will hit against small enemies, however, making him unreliable at fighting them with certain combo strings. His most reliable option for fighting small enemies is his regular heavy attack combo. Leander shines against larger enemies, as most of his multiple-hit attacks connect, allowing him to generate MP very quickly.

Key Attack String 1

Input	ⓨ	ⓨ	Ⓐ	Ⓐ	Ⓐ
Power	10	6	6	6	7
CBP	VLow	VLow	Low	Low	Low
Stun	.19	.19	.8	.8	.8
MP Gain	10	6	6	6	7
Reaction	S/W	S/W	S/S	S/S	K/W

Key Attack String 2

Input	ⓨ	Light	Light	Ⓐ	Ⓐ	Ⓐ
Power	10	6	10	6	6	7
CBP	VLow	Low	Low	Low	Low	Low
Stun	.19	.19	.10	.8	.8	.8
MP Gain	10	6	10	6	6	7
Reaction	S/W	S/W	S/S	S/S	S/S	K/W

Key Attack String 3

Input	ⓨ	ⓨ	ⓨ	ⓨ	Ⓐ	Ⓐ	Ⓐ
Power	10	6	10	10	6	6	7
CBP	VLow	VLow	VLow	VLow	Low	Low	Low
Stun	.19	.19	.10	.19	.8	.8	.8
MP Gain	10	6	10	10	6	6	7
Reaction	S/W	S/W	S/S	S/S	S/S	S/S	K/W

Dash Attack Strings

Just like Batu, Leander's light dash attack can lead into a heavy attack combo that isn't normally available to him via neutral light attacks. The combo listed for light dash attack is one of Leander's best general-purpose options for closing the distance to a single target, building MP, or applying status ailments. It's most effective if you forgo the last hit and cancel into another dashing light instead. Note that it's the light dash attack itself that generates the most MP. If you don't have enough time to finish a long combo when fighting a dangerous enemy, repeatedly using dashing light whenever you get the chance will generate a lot of MP safely.

His heavy dash attack leads into his heavy attack combo string, which is naturally good at staggering enemies, building MP, or applying status ailments. The heavy dash attack also has a unique property based on how Leander throws his spear. Instead of holding the analogue stick towards the enemy when performing this move, if you instead hold it in any cardinal direction, such as sideways or backwards, Leander will perform the small dash in that direction while still throwing the spear towards the locked-on enemy! This attack can be block-cancelled into itself quite quickly, allowing Leander to continuously circle around an enemy while throwing his spear at them, without moving any closer himself. Effective use of his dash Attacks allows Leander great freedom in controlling the range of engagement in any fight.

Key Dash Attack String 1

Input	ⓨ	Ⓐ	Ⓐ	Ⓐ
Power	4	6	6	7
CBP	VLow	Low	Low	Low
Stun	.19	.8	.8	.8
MP Gain	4	6	6	7
Reaction	S/S	S/S	S/S	K/W

Key Dash Attack String 2

Input	Ⓐ	Ⓐ	Ⓐ	Ⓐ
Power	6	6	6	7
CBP	Low	Low	Low	Low
Stun	.8	.8	.8	.8
MP Gain	6	6	6	7
Reaction	S/S	S/S	S/S	K/W

Reaction: S/ = Stagger • K/ = knockdown • /W = Weak • /M = Medium • /S = ww

Abilities

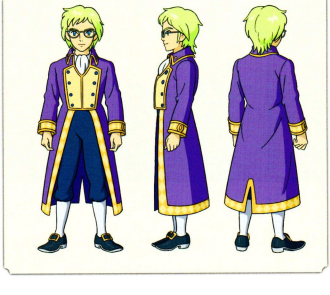
This bespectacled prodigy is a master of the spear and scholar of the highest order, and he demonstrates this on the battlefield through a variety of unique Abilities. His Winged Spear can be used at short range to swiftly dispatch weaker foes, and he can temporarily raise his Magical attack strength by using Mind of the Magos. The Siren's Circle ability allows Leander to siphon MP from surrounding enemies to replenish his own supplies and carry on his assault. At level 52, he learns the mighty Titan's Javelin, which he uses to dispense justice on all who defy the will of his beloved Queen.

Winged Spear & Eagle-Winged Spear

Unlock: Lv. None

Leander throws out his spear like a spinning disc and performs a quick horizontal slice in a fan-type pattern; Winged Spear has a relatively short reach, but it can hit multiple enemies (or a single larger opponent up to five times) and deals a fair amount of damage. Because it's so fast and only costs 1MP, Winged Spear can be activated many times in quick succession—making it a valuable tool when looking to swiftly dispatch groups of weaker enemies; it also deals more hits per individual target the closer Leander is to them. Winged Spear deals 20CBP per hit, for a maximum of 100CBP if it connects five times against a single large target; you'll most likely have the chance to cast this ability a few times (if you have enough MP) before the enemy's charged attack is complete, and this proves to be one of Leander's better options when aiming to perform charge breaks.

Eagle-Winged Spear imbues the basic version's horizontal slice with the Wind element and increases its attack range. This enhanced ability deals slightly more damage and is even more effective against groups of smaller enemies. It's worth pointing out that both Winged Spear and Eagle-Eyed Spear are quite useful when aiming to apply status ailments to targets, since they only cost 1MP and hit multiple times in rapid succession. Eagle-Eyed Spear's CBP value sees a slight bump to 24CBP per hit (for a maximum of 120), so it raises your chances of performing charge breaks when using this ability!



Winged Spear — Power 50 — MP 1

A spinning spear knocks nearby foes flying before returning like a boomerang.

SCALING Melee CBP 100 STUN Medium REACTION Stagger (weak)

⇒ Horizontal slice in fan-type pattern. Can hit multiple targets.

Eagle-Winged Spear — Power 60 — MP 1

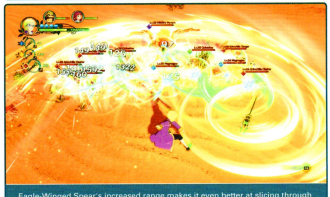
Launches a spear imbued with the power of the wind which returns to the thrower.

SCALING Melee CBP 120 STUN High REACTION Stagger (weak)

x4 ⇒ Increased range. Higher damage, stun, and CBP.



Slicing through multiple smaller enemies increases the number of hits (up to four) that Winged Spear can do to each of them. The bigger the crowd, the bigger the damage!



Eagle-Winged Spear's increased range makes it even better at slicing through crowds of enemies!

Mind of the Magos & Enhanced Mind of the Magos

Unlock: None

Casting Mind of the Magos raises Leander's Magical attack strength by 10% for a duration of 30 seconds. This buff affects the damage done by all of Leander's spells, but keep in mind that it has no impact on any of his Abilities, since they scale with Physical or Ranged attack strength. Regardless, Leander is an extremely powerful spellcaster, so Mind of the Magos is well worth activating during tougher encounters if you plan on making use of his vast arsenal of spells.

It's possible to cast enhanced Mind of the Magos by using the Zing Effect or by absorbing four non-elemental Higgledy followers; this doubles the buff's value to 20% and can be stacked with the basic version of this ability for a total of 30%. Casting both versions will cost 2MP, so be sure you're carrying some Sixth Censer items to replenish your supplies; there's no point in raising your Magical attack strength if you don't have enough MP left to cast any spells! It's also worth noting that Mind of the Magos influences the damage dealt by Higgledy Explosions generated when casting spells, so try to maximize your damage by absorbing some Higgledy followers once Leander has been buffed!

Mind of the Magos

Power	MP
N/A	1

The user's innate magical abilities are given an impressive temporary boost.

SCALING None **CBP** 0 **STUN** None **REACTION** None

⇒ Self-buff that boosts Leander's Magical attack strength by 10% for 30 seconds.

Enhanced Mind of the Magos

Power	MP
N/A	1

The user's innate magical abilities are given an impressive temporary boost.

SCALING None **CBP** 0 **STUN** None **REACTION** None

x4 ⇒ Increases buff value to 20%. Can be stacked with the basic version of Mind of the Magos for a total of 30%.



Mind of the Magos raises the damage potential of Leander's spells by 10% for 30 seconds!

Unlock: None Gorgon's Needle & Boreas' Needle

Gorgon's Needle summons a concentrated burst of Dark energy that erupts beneath its target; this impaling spike deals severe damage to its unlucky victim and is capable of striking nearby opponents as well. Gorgon's Needle can pluck pesky flying foes straight out of the air, and its medium stun rating also allows it to knock down most enemies. This ability has a short casting window and deals 140CBP, so it can be used multiple times in a row to break through charged attacks from a distance; the MP required for each activation makes this difficult in practice, however. Try circumventing this issue by using Sixth Censers or by equipping gear that reduces MP cost!

Boreas' Needle generates an icy spike imbued with the Water element and deals increased damage; this enhanced version functions identically otherwise, though it also features better stun properties and benefits from a bump to 170CBP. Gorgon's Needle and Boreas' Needle both benefit greatly from Higgledy Explosions, so absorbing a bunch can allow you to perform long-distance charge breaks. Building up your Zing gauges before rapid-firing a few Boreas' Needles can give you the means to cripple opponents that are weak against Water, or break through a charged attack from a safe distance!

Gorgon's Needle

Power	MP
70	2

A magic spike appears from below the target. Effective against flying foes.

SCALING Ranged **CBP** 140 **STUN** Medium **REACTION** Knockdown (medium)

⇒ Summons large spike underneath target. Single hit.

Boreas' Needle

Power	MP
80	2

A column of ice emerges from below the target. Effective against flying foes.

SCALING Ranged **CBP** 170 **STUN** High **REACTION** Knockdown (strong)

x4 ⇒ Higher damage, stun, and CBP.



Gorgon's Needle can strike its target from quite a distance, so use it to safely break through an opponent's charged attack!

Siren's Circle & Strix's Sigil

Unlock: None

Siren's Circle is a unique ability that siphons MP from any enemy caught within its Dark embrace—refilling your own MP Gauge in the process! Leander levitates for a couple seconds before unleashing an expanding bubble of Dark energy that deals damage and knocks down any opponent it comes into contact with; it also steals 1.5MP per enemy hit, so you'll need to connect with at least two opponents to recoup the MP spent activating this ability.

The main drawback encountered when using Siren's Circle is its slow casting speed and the fact that it leaves you vulnerable; getting hit by a strong attack while Leander is in the process of casting the ability will cancel it, forfeiting the MP you've already spent. It's important to pick your moments carefully and to position yourself in a way that can maximize the number of targets the ability will hit. The more enemies, the better! Avoid using Siren's Circle during battles against single opponents, since you won't be able to steal enough MP or deal sufficient amounts of damage to justify the cost; this ability is strictly for use against groups of enemies, where it can prove quite powerful since it can be used in perpetuity if you manage to always hit at least two enemies per cast.

The enhanced version of this ability, Strix's Sigil, functions in much the same way but features an extended range and now steals a staggering 3MP per enemy! This means that as long as the attack connects with a single target, you'll be able to recoup its MP cost. Strix's Sigil doesn't deal any additional damage, but the other improvements more than make up for it. It's worth spending a Zing gauge to activate this enhanced ability instead of relying on the basic version whenever possible!

Siren's Circle (Arts)

Summons a magic circle that sends foes flying and gives their MP to the caster.

Power 50 | MP 3

SCALING Melee | CBP 50 | STUN Medium | REACTION Knockdown (weak)

⇒ Summons an expanding bubble that deals Dark damage. Siphons 1.5MP per target hit.

Strix's Sigil (Arts)

Summons a magic circle that robs foes over a wide area of their MP.

Power 50 | MP 3

SCALING Melee | CBP 60 | STUN High | REACTION Knockdown (weak)

x4 ⇒ Siphons 3MP per hit. Increased range. Higher stun, and CBP.



Wait until enemies are focused on your party members, then move in and use Siren's Circle! The bigger the crowd, the more MP you regain and the more damage you'll deal!

Unlock: Lv. 51 Titan's Javelin & Olympian's Spear

Leander leaps up and smites a foe by launching his spear from above; the impact caused by Titan's Javelin creates a large pillar of energy that hits all enemies within its radius up to seven times. This ability's large area-of-effect and damage output make it quite effective against both single targets as well as clusters of enemies; furthermore, the fact that it generates numerous hits means it's also great at inflicting status ailments from a distance. Titan's Javelin features a medium stun rating and deals a respectable 196CBP, so it can be used to break through lower level charged attacks while dealing significant amounts of damage.

Olympian's Spear imbues Leander's weapon with the Light element and generates a massive radiant blast as it strikes its target. This enhanced ability is functionally identical to Titan's Javelin, but it features a larger area-of-effect, is more powerful, and now deals Light damage. It also sees a bump to 238CBP, but unfortunately, neither version of this ability can generate Higgledy Explosions, so there's no way to increase their charge break potential. Be sure to lock-on to your target before unleashing Titan's Javelin or Olympian's Spear, since they don't have infinite range will simply miss if no enemy is within reach!

Titan's Javelin

Launches a magic spear at foes, dealing damage all around where it lands.

Power 100 | MP 3

SCALING Ranged | CBP 196 | STUN Medium | REACTION Knockdown (strong)

⇒ Spear throw that generates large blast radius that deals 7-hits.

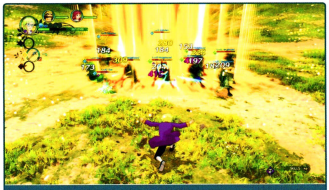
Olympian's Spear

Launches a light-infused spear at foes, dealing damage all around where it lands.

Power 120 | MP 3

SCALING Ranged | CBP 238 | STUN High | REACTION Knockdown (strong)

x4 ⇒ Bigger area of effect. Higher damage, stun, and CBP.



The numerous hits caused by Titan's Javelin can help inflict a status ailment if Leander's currently equipped spear has the potential to do so!

Unique Spells

Leander is the only party member with knowledge of the arcane forces that animate the Dark spells listed here. Sundown and its enhanced versions are powerful tools that can be used to make short work of foes with a weakness to this element. The ultimate spell, Evenstar, has incredible destructive potential and more than justifies the high level of research required to grasp its occult nature and learn to wield it!

Sundown

Sundown summons a pair of shadowy tendrils to whip nearby foes into submission; each enemy caught in the spell's narrow fan-type pattern gets hit four times and sustains a serious amount of Dark damage. Sundown's reach is limited, so you'll need to be close to your opponents before casting it. This spell is quite powerful against both crowds and single targets, and it's one of the best ways to take advantage of an enemy's weakness to the Dark element.

Using it effectively requires you to place yourself within harm's reach. Thankfully, lesser enemies will get knocked down and won't be able to retaliate. Be careful when going toe-to-toe with tougher opponents, however; try to wait until the enemy is busy recovering from an attack before unleashing this spell! At 2MP and 80CBP, Sundown isn't a great option for charge breaks—you're simply better off sticking with Winged Spear or Gorgon's Needle at close range!

Sundown (Dark)
Whips of purest blackness appear, and lash the enemy repeatedly.
Power 40~60 | MP 2

SCALING Magic | CBP 80 | STUN Low | REACTION Knockdown (weak)

x4 **Midnight** ⇒ Large AoE. 5-Hits per target. 60~90 | MP 2
A flurry of flailing black whips appear, and scourge the enemy mercilessly.
CBP 120

x8 **Dead of Night** ⇒ Larger AoE. 6-Hits per target. 90~130 | MP 2
Teeming tentacles of darkness appear, and batter the enemy black and blue.
CBP 168

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	40	—	—	—	—	—	—
2	43	300 G	Babbling Wonderw. x3 ☆2	Spiky Bone x1 ☆2	Dark Crystal x3 ☆3	Clear Prisms x3 ☆1	—
3	45	400 G	Babbling Wonderw. x3 ☆2	Spiky Bone x2 ☆2	Dark Crystal x3 ☆3	Clear Prisms x3 ☆1	—
4	48	600 G	Oasis Wonderw. x3 ☆2	Twisty Bone x2 ☆3	Dark Crystal x3 ☆3	Green Prisms x2 ☆2	—
5	50	800 G	Oasis Wonderw. x4 ☆2	Twisty Bone x3 ☆3	Dark Crystal x4 ☆3	Green Prisms x3 ☆2	—
6	51	1000 G	Oasis Wonderw. x4 ☆2	Twisty Bone x3 ☆3	Dark Crystal x4 ☆3	Green Prisms x3 ☆2	—
7	52	1300 G	Simmering Wonderw. x3 ☆3	Giant Ribcage x2 ☆3	Forest Crystal Cluster x3 ☆3	Maelstrom Shell x1 ☆3	Ice Prism x1 ☆3
8	53	1600 G	Simmering Wonderw. x4 ☆3	Giant Ribcage x3 ☆3	Forest Crystal Cluster x4 ☆3	Maelstrom Shell x2 ☆3	Ice Prism x2 ☆3
9	54	1900 G	Simmering Wonderw. x4 ☆3	Giant Ribcage x4 ☆3	Forest Crystal Cluster x4 ☆3	Maelstrom Shell x2 ☆3	Ice Prism x2 ☆3
10	55	2300 G	Shivering Wonderw. x3 ☆3	Delicate Wing Bones x2 ☆4	Inferno Crystal Cluster x3 ☆4	Witch's Wool x2 ☆4	Sunset Prism x1 ☆3
11	56	2700 G	Shivering Wonderw. x4 ☆3	Delicate Wing Bones x3 ☆4	Inferno Crystal Cluster x4 ☆4	Witch's Wool x3 ☆4	Sunset Prism x2 ☆3
12	57	3100 G	Shivering Wonderw. x5 ☆3	Delicate Wing Bones x4 ☆4	Inferno Crystal Cluster x5 ☆4	Witch's Wool x4 ☆4	Sunset Prism x2 ☆3
13	58	3700 G	Hellish Wonderw. x4 ☆3	Forked Tail Bone x3 ☆4	Glacier Crystal Cluster x4 ☆4	Woebegone Cotton x2 ☆4	Enigma Prism x2 ☆4
14	59	4300 G	Hellish Wonderw. x5 ☆4	Forked Tail Bone x4 ☆4	Glacier Crystal Cluster x5 ☆4	Woebegone Cotton x3 ☆4	Enigma Prism x3 ☆4
15	60	5000 G	Hellish Wonderw. x7 ☆4	Forked Tail Bone x6 ☆4	Glacier Crystal Cluster x7 ☆4	Woebegone Cotton x4 ☆4	Enigma Prism x4 ☆4

Enhanced Versions

Midnight greatly increases the number of tentacles summoned and covers a much wider area as a result; this enhanced spell raises the number of hits done per target to five, with each individual blow dealing slightly more damage. This version also takes a bit longer to execute, but to help mitigate this, it now has enough stun value to potentially knock down foes with medium stun resistance. Midnight deals 50% more CBP than Sundown (for a total of 120), but it's still not an ideal choice when aiming to break through an opponent's charged attack.

Acquisition

Midnight — 2000 G
REQUIRES Facility Lv. 2, Lv. 3 Spell Development

Item 1	Oasis Wonderwater x12 ☆2
Item 2	Twisty Bone x9 ☆3
Item 3	Dark Crystal x12 ☆3
Item 4	Green Prisms x9 ☆2
Item 5	—

Dead of Night — 5500 G
REQUIRES Facility Lv. 4, Lv. 6 Spell Development

Item 1	Shivering Wonderwater x12 ☆3
Item 2	Delicate Wing Bones x8 ☆4
Item 3	Inferno Crystal Cluster x12 ☆4
Item 4	Witch's Wool x8 ☆4
Item 5	Sunset Prism x4 ☆3

Dead of Night replaces the tentacles with a pair of ghostly arms that slash away at a much wider area; this enhanced ability now hits six times per target and deals an incredible amount of damage. Dead of Night features a high stun rating, so it's more likely to stop stun resistant monsters in their tracks, and the extra CBP it deals means it can break through low level charged attacks. Save your Zing gauges and assign plenty of Dark Higgledies to your roster and you'll be able to make short work of entire groups of enemies by casting Dead of Night repeatedly!



Sundown lets you whip entire groups of enemies and deals copious amounts of Dark damage!

Upgrade Details

Midnight		Dead of Night	
Level	Power	Level	Power
5	60	5	90
6	62	6	90
7	64	7	90
8	66	8	90
9	68	9	90
10	70	10	90
11	74	11	98
12	78	12	106
13	82	13	114
14	86	14	122
15	90	15	130

Evenstar

Evenstar (Star)

Power	MP
140–210	4

A large amount of MP is expended to summon a great, explosive black ball.

SCALING Magic CBP 280 STUN High REACTION Knockdown (strong)



Evenstar is the most powerful Dark attack in the game. Look-on to the target closest to the center of a pack to maximize the number of foes hit by this ultimate spell!

Evenstar is the Dark counterpart to Evan's Astra spell. It summons a massive orb of pure darkness that creates a deadly explosion at the cost of 4MP; this spell deals an incredible amount of Dark damage to any enemy caught within its blast radius. Evenstar can be used to wipe out entire groups of enemies or severely damage tougher opponents with a weakness to the Dark element; it has a lengthy casting window and will leave you vulnerable for a few seconds, so you'll need to pick your moment carefully before unleashing this spell.

There's no enhanced version of Evenstar and the Higgledy Explosions generated by this spell are positioned at the center of the massive orb, so they'll miss all but the largest of opponents. By making use of Leander's Mind of the Magos ability as well as gear that reduces MP consumption, you can both raise Evenstar's damage output and cast it more often! This spell deals 280CBP, but its slow casting time and high MP cost make it unreliable when attempting to perform charge breaks.

Upgrade Details

Lv.	Power		Item 1	Item 2	Item 3	Item 4	Item 5
1	140	1000 G	Hellish Wonderw. x2 ☆4	Enigma Prism x1 ☆4	Spectral Silk x1 ☆4	Woebegone Cotton x2 ☆4	—
2	145	1200 G	Hellish Wonderw. x3 ☆4	Enigma Prism x2 ☆4	Spectral Silk x2 ☆4	Woebegone Cotton x3 ☆4	—
3	150	1400 G	Hellish Wonderw. x5 ☆4	Enigma Prism x3 ☆4	Spectral Silk x3 ☆4	Woebegone Cotton x5 ☆4	—
4	155	1700 G	Hellish Wonderw. x3 ☆4	Dream Prism x2 ☆4	Spritefire Silk x2 ☆4	Drainpipe Coral x2 ☆4	Smoky Quartz Huebloom x2 ☆3
5	160	2000 G	Hellish Wonderw. x4 ☆4	Dream Prism x3 ☆4	Spritefire Silk x3 ☆4	Drainpipe Coral x3 ☆4	Smoky Quartz Huebloom x3 ☆3
6	165	2300 G	Hellish Wonderw. x6 ☆4	Dream Prism x5 ☆4	Spritefire Silk x5 ☆4	Drainpipe Coral x5 ☆4	Smoky Quartz Huebloom x5 ☆3
7	170	2700 G	Blissful Wonderw. x2 ☆5	Dream Prism x2 ☆4	Spritefire Silk x2 ☆4	Forked Tail Bone x2 ☆4	Inky Sap x2 ☆4
8	175	3100 G	Blissful Wonderw. x4 ☆5	Dream Prism x4 ☆4	Spritefire Silk x4 ☆4	Forked Tail Bone x4 ☆4	Inky Sap x4 ☆4
9	180	3500 G	Blissful Wonderw. x5 ☆5	Dream Prism x5 ☆4	Spritefire Silk x5 ☆4	Forked Tail Bone x5 ☆4	Inky Sap x5 ☆4
10	185	4000 G	Blissful Wonderw. x3 ☆5	Nightmare Prism x2 ☆5	Queen's Brocade x3 ☆5	Onyx Huebloom x2 ☆5	Hellish Fur x2 ☆5
11	190	4500 G	Blissful Wonderw. x5 ☆5	Nightmare Prism x4 ☆5	Queen's Brocade x5 ☆5	Onyx Huebloom x4 ☆5	Hellish Fur x4 ☆5
12	195	5000 G	Blissful Wonderw. x6 ☆5	Nightmare Prism x5 ☆5	Queen's Brocade x6 ☆5	Onyx Huebloom x5 ☆5	Hellish Fur x5 ☆5
13	200	5600 G	Enlightened Wonderw. x3 ☆5	Nightmare Prism x2 ☆5	King's Brocade x2 ☆5	Sturdy Jawbone x2 ☆5	Iceflow Shell x2 ☆5
14	205	6300 G	Enlightened Wonderw. x5 ☆5	Nightmare Prism x4 ☆5	King's Brocade x4 ☆5	Sturdy Jawbone x4 ☆5	Iceflow Shell x4 ☆5
15	210	7000 G	Enlightened Wonderw. x6 ☆5	Nightmare Prism x5 ☆5	King's Brocade x5 ☆5	Sturdy Jawbone x5 ☆5	Iceflow Shell x5 ☆5

Bracken's Combat Guide



Combat Profile

Bracken Meadows

A gifted engineer spoken of in awed tones back in Broadleaf as the First Lady of Tech. She lost a leg in an accident, but has never lost her nerve—she's more than happy to swing her prosthetic limb at any passing monster.

ABILITIES	ENHANCED	PAGE
Infinite Ammo	Infinite Ammo II	85
Health Hub	Health Hub II	85
Downtime	System Crash	86
Buzz Off	Buzzkiller	86
Reflector Drone	Reflector Drone 2.0	87
Kickstarter	Reboot	87

SPELLS	ENHANCED	PAGE
Fireball	Pyreball/Direball	49
Pyre Pillar	Dire Pillar	50
Static Wall	Static Squall/Static Storm	54
Pressure Drop	None	55

Neutral Attack Strings

Bracken's combo attacks provide a blend of damage, decent speed, and safety. Her light attacks are fairly fast for the damage they deal, while her heavy attacks are powerful and apply strong stagger, while retaining fast recovery. Her combo strings can be block-cancelled so that finishing one leads immediately into the next. Most of her attacks, including her damaging final hits, can be chained into heavy attacks or another light attack combo string, allowing Bracken to string together continuous custom combos. The only exception is the very high recovery on the final attack of her light attack combo string—block-cancel prior to this attack and start the light attack combo again if you're trying to build MP.

The first hit of her neutral heavy attack can be chained into itself for repeated loops of fast, high-damage, over-head chops, capable of preventing stagger-prone enemies from retaliating. This general cancelling flexibility means she is able to use skills at almost any point, as well as drop a Health Hub, evade, or (of course) block an incoming attack. When combined with her high damage hits, Bracken's damage output and general utility is limited only by your own imagination and capability to string her attacks together. Try stringing the listed key attack strings together into one long attack by block-cancelling straight after the final hit of each. If you have difficulty with the timing, hold the block button to start with so you can see how fast Bracken can block after the last blow of each combo.

Key Attack String 1

Input	Ⓨ	Ⓨ	Ⓐ	Ⓐ
Power	14	14	21	31
CBP	VLow	VLow	Low	Low
Stun	.26	.26	.18	.18
MP Gain	14	14	21	31
Reaction	S/M	S/M	S/S	S/S

Key Attack String 2

Input	Ⓨ	Ⓨ	Ⓑ	Ⓐ	Ⓐ
Power	14	14	14	21	32
CBP	VLow	VLow	VLow	Low	Low
Stun	.26	.26	.26	.18	.18
MP Gain	14	14	14	21	32
Reaction	S/M	S/M	S/S	S/S	K/W

Key Attack String 3

Input	Ⓨ	Ⓨ	Ⓨ	Ⓨ	Ⓐ	Ⓐ
Power	14	14	14	14	21	34
CBP	VLow	VLow	VLow	VLow	Low	Low
Stun	.26	.26	.26	.26	.18	.18
MP Gain	14	14	14	14	21	34
Reaction	S/M	S/M	S/S	S/S	S/S	K/W

Dash Attack Strings

Bracken's light dash attack is a little slow, but it causes a strong stagger. Her light dash attack allows her to bridge the gap between her weak starting stagger and her stronger later stagger by dashing across the distance and interrupting whatever the enemy is doing.

Bracken's dashing heavy is much faster, and serves the same purpose as the dashing heavy of other characters—a fast, strong stagger to cut through regular enemy attacks that allows her to continue into a chain of heavy blows. It can be cancelled immediately into any attack, so you aren't locked into the heavy attack combo unless you wish to be.

Key Dash Attack String 1

Input	Ⓨ	Ⓨ	Ⓨ	Ⓑ	Ⓐ	Ⓐ
Power	10	14	14	14	21	34
CBP	VLow	VLow	VLow	VLow	Low	Low
Stun	.26	.26	.26	.26	.18	.18
MP Gain	10	14	14	14	21	34
Reaction	S/S	S/W	S/S	S/S	S/S	K/W

Key Dash Attack String 2

Input	Ⓐ	Ⓐ	Ⓐ	Ⓐ
Power	21	21	21	28
CBP	Low	Low	Low	Low
Stun	.18	.18	.18	.18
MP Gain	21	21	21	28
Reaction	S/S	S/S	S/S	K/W

Reaction: S/ = Stagger • K/ = knockdown • /W = Weak • /M = Medium • /S = Strong

Abilities

Bracken is a brilliant engineer and scientist, and her arsenal of Abilities reflects her love for gadgets and technology. She can bolster her innately high Ranged attack strength by using the Infinite Ammo buff, as well as summon a squadron of killer Buzzbot drones to gun down her opponents. Bracken can also deploy a portable med kit by activating her Health Hub, and she acts as the group's field medic during combat. The custom Reflector Drones she's designed can also unleash a barrage of heat-seeking lasers from a distance, and she can make use of her prosthetic leg to deliver a knockout kick that's capable of sending most enemies flying backwards!

Infinite Ammo & Enhanced Infinite Ammo

Unlock: None

Infinite Ammo increases Bracken's Ranged attack strength by 15% for the next 30 seconds at the cost of 1MP. This ability leaves you briefly vulnerable as you activate it, so pick your moment carefully. It's important to note that Infinite Ammo's buff only influences the damage dealt by Bracken's ranged attacks and her Reflector Drone ability; it's still quite useful, however, since Bracken's innately high Ranged attack strength means she deals lots of damage with her firearms.

It's possible to activate an enhanced version of Infinite Ammo by way of the Zing Effect, or by absorbing four non-element Higgledy followers. This raises Bracken's Ranged attack strength by 25% instead and can be stacked with the basic version of Infinite Ammo for a total increase of 40%! Enhanced Infinite Ammo greatly increases the potency of Bracken's ranged attacks and is well worth activating during encounters where a primarily ranged offense is the key to victory!



Infinite Ammo — Power: N/A — MP: 1

Brings out the best in your firearm, making ranged attacks more powerful.

SCALING None CBP 0 STUN None REACTION None

⇒ Self-Buff that boosts Bracken's Ranged attack strength by 15% for 30 seconds.



Enhanced Infinite Ammo — Power: N/A — MP: 1

Brings out the best in your firearm, making ranged attacks more powerful.

SCALING None CBP 0 STUN None REACTION None

x4 ⇒ Increases buff value to 25%. Can be stacked with the basic version of Infinite Ammo for a total of 40%.

Health Hub & Enhanced Health Hub

Unlock: None

Health Hub deploys a med kit capable of generating a healing field inside a medium-sized radius; this device remains active for 20 seconds and replenishes 15% of the total HP pool of any character within its area of effect. A healing pulse happens every two seconds (for a total of 10 pulses per activation), so it's possible to fully replenish a party member's HP by remaining inside a med kit's area of effect for a moment. Health Hub only costs 2MP and proves to be extremely useful during almost any encounter; you can set down a healing field with Bracken before taking control of wounded party members and positioning them inside the healing field until they're back to peak fighting condition!

The enhanced Health Hub can be activated by using up a Zing gauge or by absorbing four non-elemental Higgledy followers; this increases the ability's duration to 30 seconds, but has no impact on its healing power. It's worth noting that you can't deploy multiple med kits simultaneously, as putting down another while one is currently active will cause the former to disappear. This applies to both the basic and enhanced versions, so they can't be stacked.



Health Hub — Power: N/A — MP: 2

Bracken uses her homemade med kit to heal herself and any surrounding allies.

SCALING None CBP 0 STUN None REACTION None

⇒ Deploys healing field that lasts 20 seconds. Heals 15% of party member's total HP pool every 2 seconds.

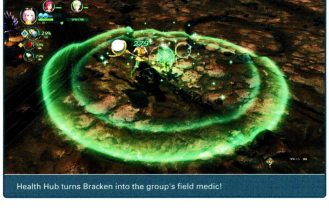


Enhanced Health Hub — Power: N/A — MP: 2

Bracken uses her homemade med kit to heal herself and any surrounding allies.

SCALING None CBP 0 STUN None REACTION None

x4 ⇒ Increases duration to 30 seconds.



Health Hub turns Bracken into the group's field medic!

Downtime & System Crash

Unlock: None

Downtime is a powerful leaping hammer slam that creates a small shockwave around its point of impact; this ability can hit multiple enemies three times each and deals a hefty amount of damage. Downtime costs 1MP and isn't quick to execute, so you'll only want to use it against groups of slower enemies; nimbler opponents are often able to move out of the way before Bracken's hammer comes slamming down on their heads. This ability has a medium stun rating but only deals 99CBP, so it's not a great option when looking to perform charge breaks.

System Crash increases the shockwave's radius and slams the ground with such force that it generates a pillar of rocks at the point of impact; this raises both the ability's damage output and its stun rating. System Crash still hits three times, but its larger radius makes it better at taking out crowds of enemies. This enhanced ability deals 12CBP, but it still suffers from the same slow activation time as its lesser incarnation—only use it when no better options are available!

Downtime

Power: 50 | MP: 1

Slams her hammer into the ground, causing damage over a wide area.

SCALING Melee **CBP** 99 **STUN** Medium **REACTION** Knockdown (strong)

⇒ Powerful 3-hit hammer slam that generates a small shockwave on impact.

System Crash

Power: 60 | MP: 1

Slams her hammer into the ground, causing damage over an enormous area.

SCALING Melee **CBP** 120 **STUN** High **REACTION** Knockdown (strong)

x4 ⇒ Larger shockwave. Higher damage, stun, and CBP.



Downtime can smash into multiple enemies and knock them down!

Buzz Off & Buzzkiller

Unlock: None

Buzz Off summons a hovering Buzzbot gun drone that seeks out a target and deals constant ranged damage for 20 seconds; this ability is expensive at 3MP, but the small drones can pack quite a punch and have a high rate of fire. It's possible to deploy a fleet of up to three Buzzbots simultaneously, but you'll need to use Sixth Censers or gear that reduces the MP cost of Abilities to make this feasible. The amount of damage dealt by Buzzbots is based exclusively on Bracken's level, which means they aren't affected by her Infinite Ammo ability or her Ranged attack strength.

Buzzkiller drones are functionally identical to their lesser counterparts, except their larger battery packs allow them to remain active for 30 seconds; absorbing four non-elemental Higgledy followers is a great way to summon Buzzkiller drones from a safe distance, and their extra duration is well worth the effort. Wait until you have a maxed-out Zing gauge or assign some white Higgledies to your roster to maximize this ability's effectiveness! It's worth pointing out that Buzzbot and Buzzkiller drones deal an impressive 30CBP per hit, so having a few of them synchronously firing at a single opponent can almost guarantee a charge break!

Buzz Off

Power: N/A | MP: 3

Bracken's homebrew buzzbot drone provides covering fire in battle.

SCALING None **CBP** 30 **STUN** Low **REACTION** None

⇒ Summons a hovering drone that deals ranged damage to nearby targets. 20 second duration.

Buzzkiller

Power: N/A | MP: 3

Bracken's customized buzzbot drone adds some serious firepower in battle.

SCALING None **CBP** 30 **STUN** Low **REACTION** None

x4 ⇒ Increases duration to 30 seconds.



Buzzbot drones remain active for 20 seconds and assault their targets with a barrage of gunfire!

Reflector Drone & Reflector Drone 2.0

Unlock: None

Reflector Drone deploys an array of six hovering crystals that shoot out a volley of homing lasers in their target's direction; this generates a maximum of 12 hits and deals serious damage against both crowds and bigger single targets. This ability's startup time is quite lengthy, however, so you'll have to activate it from the cover of safety to avoid getting taken out in the process. Reflector Drone's homing lasers tend to favor the enemy you're currently locked onto, so be sure to manually select your target before using this ability. Each beam deals 20CBP but the time it takes to start up and the unreliable nature of its lasers means that Reflector Drone isn't a great option when aiming to perform charge breaks.

Reflector Drone 2.0 increases the amount of hovering crystals to eight and imbues each homing laser fired with the Light element; this expanded array of crystals launches a total of 20 lasers, vastly increasing the destructive potential of this ability. Reflector Drone 2.0 has a high stun rating, and now deals 24CBP per hit. Both versions of this ability benefit from Bracken's Infinite Ammo buff, so this can raise their damage potential even further!

Reflector Drone

Power 10 | MP 3

Airborne crystals send firepower flying over a wide area.

SCALING Ranged **CBP** 240 **STUN** Medium **REACTION** Knockdown (medium)

⇒ Fires a barrage of 12 homing laser shots. Can hit multiple targets.

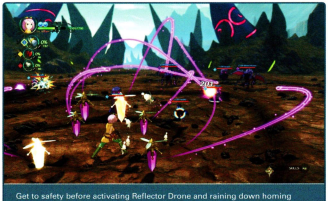
Reflector Drone 2.0

Power 12 | MP 3

Airborne crystals send light-infused firepower flying over a wide area.

SCALING Ranged **CBP** 480 **STUN** High **REACTION** Knockdown (medium)

x4 ⇒ Number of homing laser shots increased to 20. Higher damage, stun, and CBP.



Get to safety before activating Reflector Drone and raining down homing lasers on your enemies!

Kickstarter & Reboot

Unlock: None

Kickstarter uses Bracken's prosthetic leg to deliver a crushing dive kick aimed at a single target; this rocket-powered kick has limited range but causes considerable damage. It's not worth using Kickstarter against weaker foes, but its medium stun rating means it's capable of knocking down a wide variety of enemies. Always remember to first lock-on before activating this ability! Kickstarter only hits a single time and deals 130CBP, but it's fast enough that you can usually perform it twice before the enemy's charged attack has completed. You'll need 4MP to do so, but Sixth Censers can help in a pinch!

Reboot supercharges Bracken's dive kick and greatly increases the attack's range and the damage it deals; the sheer force of the impact is often enough to knock down enemies, so it's quite useful against stun resistant enemies. Reboot can be deployed from much farther away, but you still need to wait until your target has slowed down, since it can often miss its mark against agile opponents. Higgledy Explosions can help raise both the damage and CBP dealt by this enhanced ability, so absorb as many Higgledies as possible when the opportunity presents itself!

Kickstarter

Power 60 | MP 2

Bracken uses her artificial leg to jump high into the air and come down kicking.

SCALING Melee **CBP** 130 **STUN** Medium **REACTION** Knockdown (strong)

⇒ Powerful single hit dive kick with high stun rating and damage.

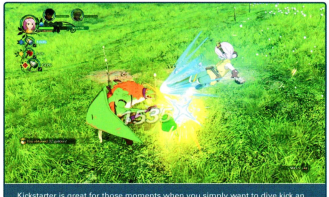
Reboot

Power 80 | MP 2

Bracken uses her artificial leg to jump high into the air and deliver a killer kick.

SCALING Melee **CBP** 160 **STUN** High **REACTION** Knockdown (strong)

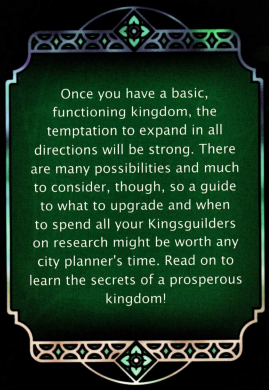
x4 ⇒ Increased range. Higher damage, stun, and CBP.



Kickstarter is great for those moments when you simply want to dive kick an enemy in the face!



Part 3 The Kingdom of Evermore



Once you have a basic, functioning kingdom, the temptation to expand in all directions will be strong. There are many possibilities and much to consider, though, so a guide to what to upgrade and when to spend all your Kingsguilders on research might be worth any city planner's time. Read on to learn the secrets of a prosperous kingdom!

The Kingdom of Evermore

Even with a solid foundation on which to build his kingdom, an enormous challenge still awaits Evan if Evermore is to flourish. A strong start is needed, along with an understanding of how the various parts of running a kingdom affect each other. With the help of the information in this section, your kingdom will soon be brimming with the hustle and bustle one expects of a magnificent nation!



The Currencies of the Kingdom

No kingdom can be without its own distinct economy. When managing Evermore, there are two currencies to acquire and keep track of: Kingsguilders and Influence. Both of these are necessary to keep growing the kingdom, and each one leads to acquiring more of the other.

While fruitful in the long term, we don't recommend spending long stretches of time on kingdom-building alone. It's more efficient to approach the kingdom in a measured fashion. Research initiatives, material gathering, and waiting for your coffers to fill with Kingsguilders all take time, even early on, but they all continue while you're away from the kingdom engaging in other activities. Multi-task as much as possible to reap the most rewards! On the following pages we'll explain each piece of the kingdom management puzzle, starting with finances.

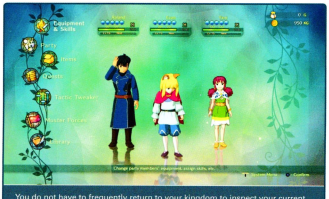
Kingsguilders (KG)

As the primary currency of Evermore, Kingsguilders are your source of income. They are stored inside your kingdom's coffers, and are accessible via the Ⓐ menu. These coins are automatically accrued over time as your citizens go about their activities—the hourly rate of income is visible in Evermore Castle's submenu—and although this is the most straight-forward way of increasing your riches, you can further line your royal pockets by tending to your subjects' problems via Side Quests. Building new facilities and conducting research cost Kingsguilders, so you'll need to keep a constant flow coming in if you're going to expand the kingdom.

Despite the similarities in naming, do not confuse Kingsguilders with the ordinary Guilders that Evan and his fellow party members earn throughout their adventures! Kingsguilders are only used when managing Evermore (and to buy buffs during Skirmish Battles), so you won't be able to offer them to vendors in exchange for goods.

Influence

Influence is an ever-growing statistic that's awarded every time you use Kingsguilders to build facilities, level them up, or complete a research topic. Having more Influence not only increases the rate at which Kingsguilders are accumulated, but also allows you to level up the kingdom's coffers, which in turn opens up new doorways to future investments.



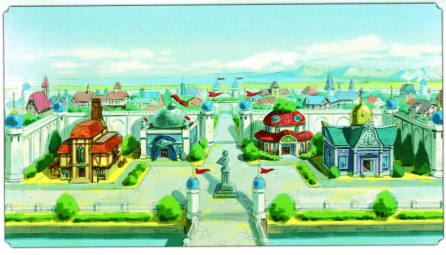
You do not have to frequently return to your kingdom to inspect your current Kingsguilders; they're openly displayed on the Main Menu with your other currencies!

Kingdom Proficiency Ratings

Proficiency is another statistic continuously tracked by the kingdom. Rather than being a kind of currency to use, kingdom profiency behaves more like a representation of Evermore's progress and ability across the following four categories:

- War
- Ingenuity
- Spritecraft
- Conjury

Each of these categories are graded using the scale: D, C, B, A, S, with D being the lowest rating and S being the highest. They are gradually improved by purchasing (as well as upgrading) relevant buildings or completing research, and will sometimes serve as a criteria for citizen-specific Side Quests scattered throughout the game. A summary of your overall kingdom profiency ratings can be seen in Evermore Castle's submenu.





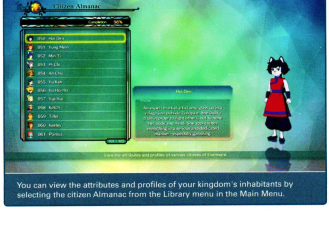
After selecting Evermore Castle, the Ⓐ button allows you to toggle through the three different aspects of development: facilities, personnel, and research. For each of these, you'll see a set of that data shows the progress you've made towards their maximum development.

Staffing Your Kingdom

If an ideal kingdom performs like a well-oiled machine, then its citizens are the components that drive it! This certainly holds true for Evermore: without citizens, you cannot earn Kingsguilders, and more crucially, you'll miss out on a wide assortment of benefits across all parts of the game. Whether you hire a chef to cook a plethora of delicacies, the next unit to join your army, or a blacksmith to manufacture new armor for your party, they all engage in bettering both the kingdom and your chances in battle.

Acquiring Citizens

Having a citizen pack their bags and relocate to your kingdom is usually a surprisingly simple endeavor. Some may need convincing, which often means they have a request meant to test Evan's resolve. These take the form of Side Quests, and may be fairly elaborate in terms of length or number of tasks involved, but none of them are time-sensitive, so you can wrap them up whenever you desire. All of these Side Quests are fully covered starting on P.314.



You can view the attributes and profiles of your kingdom's inhabitants by selecting the citizen Almanac from the Library menu in the Main Menu.

Some citizens can only be convinced to join Evermore after progressing the storyline, at which point a Side Quest icon will appear on the in-game map of the area they are located in. Pay attention to how the game addresses the characters you meet. If they have an actual name rather than a brief personality description, then they're sure to eventually sign up as one of Evan's subjects, although you may need to complete some Side Quests first!

Errands

There is another source of potential citizens, who will also appear as the story progresses: the Taskmaster of Swift Solutions. The man in question sets himself up in all the neighboring sovereign states and he maintains a list of individuals who seek residence in Evermore. After trading him some Tokens of Gratitude, you simply have to find these individuals and talk to them for them to happily join Evan's ranks. Check out P.400 for more on these "Errands".

Leveling Your Citizens

All citizens are subject to an experience-based growth system that's divided into three ranks: Beginner, Veteran, and Master. This statistic (as well as others detailed below) is immediately visible in their information cards, which can be found within the "citizens" submenu. Leveling them up is a simple task: just assign them to a facility of any kind, and they'll begin to gain experience. These experience gains can be further boosted by telling them to stay at the Sage's Salon, once you've built it.

Once they've gained enough experience you'll be able to level them up, which will be indicated in the "citizens" submenu by a blue arrow icon. Increasing their rank will permanently raise their attributes and allows for improved proficiency in their job, thanks to its connection to IQ, which we'll cover shortly . While the majority of citizens will be Beginners by default, a select number of them can start as a Veteran, and some even as Masters!

Citizen Attributes

Each citizen has one or more areas of expertise, represented by the following four attributes:

- **War:** Well-versed in the art of military combat.
- **Ingenuity:** A skillful display of craftsmanship.
- **Spritecraft:** Knowledgeable on all things higgledy.
- **Conjury:** Educated on all magical matters.

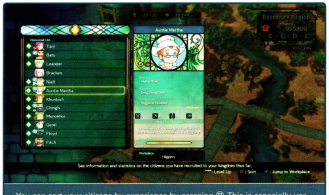
Their values for each of these attributes represent their IQ in that area, and whichever one is highest will be their specialty.



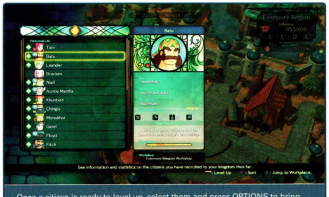
You can tell if a named NPC is available to be recruited as a citizen when their conversation icon appears blue.



An easy method for acquiring tokens of gratitude from the Taskmaster is to take on tasks which require items you've already collected.



You can sort your citizens by experience by pressing ⓨ. This is especially useful for managing your roster as it grows.



Once a citizen is ready to level up, select them and press OPTIONS to bring up the "Level Up" menu. This can be done from either the citizens list in the Kingdom Management menu, or the Personnel list at the relevant facility.

Suitability & IQ

Not everyone is equally proficient at every job; "Suitability" and "IQ" are useful indicators for judging where a citizen will do their best work, and indeed where they can work at all. Each facility in which research can be performed requires a citizen to have some aptitude in its related attribute to be able to work there. The amount of that attribute they have will be their IQ contribution to the facility, and conducting research will always have a minimum required IQ total, shared across all citizens assigned to the facility. If a citizen has zero aptitude for the specific attribute that a facility needs then they simply can't work there.

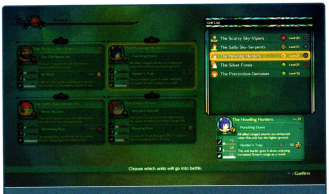
Suitability stems from a citizen's special skills, and is the best indicator of which facility a citizen should be put to work in. Evermore Spellworks, for example, would be the ideal home for a practitioner of the magic arts, whereas the Evermore Barracks is a natural home for a battle-hardened soldier. Remember that a citizen isn't limited to either their suitable facility, or a single facility type. You can swap them around to your heart's content, as long as they're not in the middle of a research development (which would first have to be finalized or cancelled).

Special Skills

Special Skills are another thing to consider when assigning citizens to facilities. "Special Skills" are always linked to Suitability and they are required for some research topics or facility constructions. As a bonus, they also drive up work morale! Citizen level adds another layer to this, in that a particular research topic may, for example, require someone to be a Master of a specific Special Skill.

Skirmish Units

Many citizens benefit the kingdom through their work, but some of them can also add their strength to Evan's army during Skirmish Battles. Their unit type and active combat skills are mentioned in their respective citizen cards, for more on these topics, check out P.418.



Open the Main Menu and select Muster Forces, then change your current units to view the Unit List.

Citizens of Evermore

On the following pages you'll find a comprehensive list of each and every citizen you can recruit. All of their relevant data is documented: statistical evolutions, innate Special Skills, Side Quest references and more! For more help pinpointing their location or how to resolve their objectives, please consult the Side Quests & Errands Chapter, starting on P.312.

002 Roland Crane



In his world, Roland was president of a major superpower. When he came to Evan's world, he found that he had regained his youth, but retained the cool-headed maturity of his older self. He has a gravelly ill son of around Evan's age back home.

Species Human Homeland — Occupation Chief Consul

—/—/— —/—/— —/—/— —/—/—

Chief Consul

—

Starting Rank —

001 Evan Pettiwhisker Tildrum



Before he was deposed in a coup, Evan was the young king of Ding Dong Dell. Now, ably assisted by his friend and adviser Roland, he has founded a new kingdom called Evermore. His kind heart belies a steely determination.

Species Grimalken Homeland Ding Dong Dell Occupation King

—/—/— —/—/— —/—/— —/—/—

King

—

Starting Rank —

007 Lofty



The kingmaker Evan first met at the Cradle of Light. He may look unimpressive, but in his own words, he still has some growing to do. While most kingmakers are distant beings, Lofty likes to spend time with his king and provide what comic relief he can.

Species — Homeland — Occupation Kingmaker

—/—/— —/—/— —/—/— —/—/—

—

—

Starting Rank —

003 Tani



The only daughter of Batu, leader of the sky pirates. He brought her up to be tough and unafraid to speak her mind, and she learned this lesson well—some would say too well. Which isn't to say she doesn't have a secret soft spot for pretty dresses and puppy dogs...

Species Humanfolk Homeland Sky Pirates' Base Occupation Sky Pirate

—/—/— 30/35/40 70/80/90 30/35/40

Dowser's Instinct
A feel for treasure-hunting that can boost the mining camp's productivity.

Starting Rank Beginner

004 Batu



A sky pirate chieftain also known as the Cloud Snake, a name that strikes fear into decent and law-abiding hearts. He's fiercely protective of his underlings and quick to anger, and has a daughter, Tani, who he instructs in the arts of flying and fighting.

Species Humanfolk Homeland Sky Pirates' Base Occupation Sky Pirate

—/85/95 —/35/40 —/35/40 +/—/—

Bad Reputation
A history of gleeful violence that can boost the hunting lodge's productivity.

Starting Rank Veteran

005 Leander



The chief adviser at the court of Queen Nerea, Leander uses his formidable intellect to steer the ship of state in Hydropolis. He and the Queen declared their undying love to one another as children, and now he accepts her haughtiness with equanimity.

Species Humanfolk Homeland Hydropolis Occupation Junior Consul

—/—/— —/—/— —/70/75 +/90/100

Tactical Wizardry
Political and magical genius that can boost any work in spritecraft or conjury.

Starting Rank Veteran

006 Bracken



A gifted engineer spoken of in awed tones back in Broadleaf as the First Lady of Tech. She lost a leg in an accident, but has never lost her nerve—she's more than happy to swing her prosthetic limb at any passing monster.

Species Humanfolk Homeland Broadleaf Occupation Engineer

—/90/100 —/90/100 —/—/— +/—/=

True Brilliance
Pure technical wizardry that an boost any work in weapon- or armor-making.

Starting Rank Veteran

008 Niall

Automatically joins during Chapter 4–1



The leader of a clan of greenlings—forest guardians who make up for their lack of numbers with sheer grit and good humor. He's an inveterate gambler whose marked lack of success has never deterred him from having another roll of the dice.

Species Greenling Homeland Forest of Niall Occupation Forest Owner

—/—/— —/40/45 —/80/90 —/40/45

Woodsman's Eye
A knowledge of his kingdom that can boost the lumberyard's productivity.

Starting Rank Veteran

009 Auntie Martha

Automatically joins during Chapter 4–1



An exceptionally gifted handler of higgledies. Martha has a natural rapport with her tiny helpers, and can even bring new ones into existence. She loves to cook hearty stews— and have the higgledies do the dishes when she's done.

Species Humanfolk Homeland Ding Dong Dell Occupation Higgledy Handler

—/—/— —/—/— —/90/100 —/30/35

Head for Higgles
An inside-out knowledge of spritecraft that can help boost work at the higgledy.

Starting Rank Veteran

010 Khunbish

Automatically joins during Chapter 3–1



A quick-witted pirate always ready with a gag to lighten the mood. He's more than just a joker, though—he's also a gifted pilot, and fiercely ambitious. Indeed, he likes to talk himself up as a successor to Batu. Has an unfortunate habit of being struck by lightning.

Species Humanfolk Homeland Sky Pirates' Base Occupation Sky Pirate

55/65/75 —/—/— 60/70/80 —/=/=

Sky Savvy
A wildness born of Cloudcoil Canyon that can boost work at the Explorer's Guild.

Starting Rank Beginner
Skirmish Unit
The Salty Sky-Serpents

011 Chingis

Automatically joins during Chapter 3–1



One of Batu's most trusted deputies, and a much-feared swordsman. Enemies often flee at the first sight of his luxuriant beard bristling into view. He's actually the same age as Khunbish, so he was shocked when he was once mistaken for his friend's father.

Species Humanfolk Homeland Sky Pirates' Base Occupation Sky Pirate

70/80/90 40/45/50 —/—/— —/=/=

Animal Magnetism
A look and smell beloved by animals that can boost the ranch's productivity.

Starting Rank Beginner
Skirmish Unit
The Scurvy Sky-Vipers

012 Munokhoi

Side Quest 003



Unusually reserved for a sky pirate, Munokhoi prefers talking to plants over talking to people. Surprisingly for a man of his background, he has a crippling fear of heights, hence his focus on ground-based work.

Species Humanfolk Homeland Sky Pirates' Base Occupation Sky Pirate

75/85/95 —/—/— 35/40/45 —/=/=

Feel for Fruit
A deep love of the land that can boost the farm's productivity.

Starting Rank Beginner

013 Gerel

Automatically joins during Chapter 3–1



A gentle sky piratess whose natural aversion to fighting helped her find her true calling as a saleswoman. Merchants who are otherwise terrified of trading with sky pirates are happy to do business with Gerel. She's very close to Tani, who thinks of her almost as a big sister.

Species Humanfolk Homeland Sky Pirates' Base Occupation Shopkeeper

—/—/— 50/60/70 —/—/— 60/70/80

All-Round Talent
Her years as the sky pirates' shop girl make her perfect for the general store.

Starting Rank Beginner

014 Floyd

Automatically joins during Chapter 4–1



A trainee chef from Ding Dong Dell who has a huge appetite for learning, and is eager to master cuisine from all round the world. He was once an apprentice in a bakery, and can still make all kinds of delicious bread with instinctive ease.

Species Grimalkin Homeland Ding Dong Dell Occupation Cook

—/—/— —/—/— 60/70/80 50/60/70

Kitchen Chops
A perfect palate and love of innovation that make for the ideal brasserie boss.

Starting Rank Beginner

015 Rumpel

Side Quest 082



A highly independent vet who chose to live far from civilization. The monsters in the wild learned to trust him, and would ask him to help them when they were unwell. Not all of them were friendly, though, and he had to learn how to handle a spear when required.

Species Grimalkin Homeland Ding Dong Dell Occupation Veterinarian

—/45/50 —/—/— —/80/90 —/—/—

Animal Magnetism
A look and smell beloved by animals that can boost the ranch's productivity.

Starting Rank Veteran
Skirmish Unit
The Bengal Lancers

016 Tabbias

Side Quest 014



A guard in the court of King Leonhard, he fled the kingdom when Mausinger seized power and earned a crust as a wandering sword-for-hire. He was well-liked, as he often offered generous discounts to regular clients.

Species Grimalkin Homeland Ding Dong Dell Occupation Soldier

50/55/60 —/—/— 65/75/85 25/30/35

Nomad's Heart
A knowledge born of wanderlust that can help boost work at the Explorer's Guild.

Starting Rank Beginner
Skirmish Unit
The Kitty-Catty Cutters

017 Tyger

Side Quest 140



A sword-sharpener who lived for a time as a hermit in a remote cave. So gifted is he that he can turn even lumps of rock into razor-sharp blades. He's honed countless fearsome weapons over the course of his career, but believes his best work is yet to come.

Species Grimalkin Homeland Ding Dong Dell Occupation Sword Sharpener

80/90/100 25/30/35 —/—/— —/—/—

Brute Strength
Stunning strength that provides a boost to any weapon-related work.

Starting Rank Veteran

018 Furnest

Side Quest 107



At first sight, he may look like a vagrant, but he is in fact a very well-respected author who collects tales from around the world to spin into literary gold. He also once dabbled in romance-writing, earning the dubious honor of having his work banned in Hydropolis.

Species Grimalkin Homeland Ding Dong Dell Occupation Writer

—/—/— —/—/— —/75/85 —/55/65

Rover's Soul
A writer's insight that can boost work at the Explorer's Guild or the cathedral.

Starting Rank Veteran

019 Grampuss

Side Quest 131



A master engraver who has long worked for the royal family of Ding Dong Dell. Evan has known him since he was a child, and is all too familiar with the old-timer's mind-bending riddles, which he spends hours concocting when he's not busy with his day job.

Species Grimalkin Homeland Ding Dong Dell Occupation Engraver

—/40/45 —/85/95 —/—/— —/—/—

Creative Flair
A dedication to unique creations that can help boost work at the outfitter's.

Starting Rank Veteran

020 Hansel

Side Quest 054



Hansel's father was the head gardener at Ding Dong Dell Castle, and ever since he was old enough to pick up a trowel, he helped him tend the lawns. Growing up, Evan would often gaze out of his window and wonder about this green-fingered young fellow.

Species Humanfolk Homeland Ding Dong Dell Occupation Gardener

—/—/— —/—/— 75/85/95 35/40/45

Inner Peace
A gods-given serenity that can help boost work at the kingmaker's cathedral.

Starting Rank Beginner

021 Fitch

Side Quest 021 & 5 ToG



A blacksmith from Ding Dong Dell. After Mausinger's coup, he feared for the safety of the grimalkin, and left the city with a cart crammed full of grateful feline fugitives. He has a seemingly endless supply of sweets that he's always happy to share.

Species Humanfolk Homeland Ding Dong Dell Occupation Blacksmith

—/85/95 —/35/40 —/—/— —/—/—

Spiffing Smithing
Advanced smithing skills that provide a boost to any weapon-related work.

Starting Rank Veteran

022 Crispin

Side Quest 038



A cobbler from Ding Dong Dell who fled after the coup. His designs were always chiefly devised with his loyal grimalkin customers in mind, and even now he has a habit of stitching little fish into every pair of shoes he makes.

Species Humanfolk Homeland Ding Dong Dell Occupation Cobbler

—/35/40 —/85/95 —/—/— —/—/—

Creative Flair
A dedication to unique creations that can help boost work at the outfitter's.

Starting Rank Veteran

023 Norbert

Side Quest 128 & 41 ToG



An ambitious young history buff who longs to one day become a celebrated politician. As they're around the same age, he sees Evan as something of a rival, though the truth is that he wants to ask him for advice on lots of things, he's just too proud to admit it.

Species Mousekind Homeland Ding Dong Dell Occupation Historian

—/—/— —/—/— 70/80/90 45/50/55

Sense of History
A knowledge of history that can boost any work at the higglery or cathedral.

Starting Rank Beginner

024 Klaus

Side Quest 129 & 43 ToG



After the fall of King Leonhard, he became a prominent merchant in Ding Dong Dell, though the Grimalkin traders resented him as a jumped-up Johnny-come-lately. He has a gift for repurposing objects—for instance, he once sold an empty jam jar as a piggy bank.

Species Mousekind Homeland Ding Dong Dell Occupation Merchant

—/—/— 65/75/85 —/—/— 50/60/70

Business Sense
A strong sense of what people want that can boost the bazaar's productivity.

Starting Rank Beginner

025 Ritter

Side Quest 133



A tailor who toiled for years before finally being allowed to open his own business when Mausinger took over Ding Dong Dell. He's an avid student of new styles, and always tries on clothes before attempting to make them, whether they're for men or women.

Species Mousekind Homeland Ding Dong Dell Occupation Tailor

35/40/45 75/85/95 —/—/— —/—/—

Nimble Fingers
A nifty nimble-fingeredness that can help boost work at the outfitter's.

Starting Rank Beginner

026 Roden

Side Quest 137



A famed architect from Ding Dong Dell with a boundless curiosity about buildings, which he believes are vital to the preservation of a kingdom's cultural heritage. When Mausinger made him remodel the castle to be less cat-like, he did so with tears in his eyes.

Species Mousekind Homeland Ding Dong Dell Occupation Architect

—/45/50 —/80/90 —/—/— —/—/—

Builder's Eye
Building abilities that can help at the Institute of Innovation or the lumberyard.

Starting Rank Veteran

027 Grimm

Side Quest 132



A former guard at Ding Dong Dell Castle who had a crisis of conscience, and decided to leave the kingdom. He then traveled the world testing his mettle against the most fearsome monsters he could find. He's almost invincible—until he runs out of cheese.

Species Mousekind Homeland Ding Dong Dell Occupation Palace Guard

—/85/95 —/—/— —/35/40 —/—/—

Air of Danger
An awe-inspiring ferocity with a sword that can help boost work at the barracks.

Starting Rank Veteran
Skirmish Unit
The Moogless Knights

028 Raxel

Side Quest 130



A mouse mercenary who long dreamed of working at Ding Dong Dell castle, but found it hard to get hired when the grimalkin were ruling the roost. However, his toughness and independence make him much more suited to the life of a sellsword.

Species Mousekind Homeland Ding Dong Dell Occupation Mercenary

—/80/90 —/40/45 —/—/— —/—/—

Perfect Execution
A flair for following orders that can boost the hunting lodge's productivity.

Starting Rank Veteran
Skirmish Unit
The BLINK Pack

029 Muriel

Side Quest 026



The heir to a family farm, where she once tended to a flock of llapacas. One day, she put a saddle on her favorite one, and set off to see the world. She's a tough cookie who taught herself how to handle a bow to keep monsters from menacing her beloved flock.

Species Grimalkin Homeland Ding Dong Dell Occupation Llapaca Herd

—/—/— 55/65/75 65/75/85 25/30/35

Love of Llapacas
A knowledge of llapaca-rearing that can boost the ranch's productivity.

Starting Rank Beginner
Skirmish Unit
The Sisters of No Mercy

030 Persha

Side Quest 007



A maidservant from Ding Dong Dell who worked with Aranella for many years. She started working at the castle because the job came with regular meals and a place to sleep, but she soon turned out to be a born domestic service professional.

Species Grimalkin Homeland Ding Dong Dell Occupation Lady-in-Waiting

—/—/— —/—/— 50/60/70 65/75/85

Maid Sense
An easy charm and eye for a deal that can boost the bazaar's productivity.

Starting Rank Beginner

031 Moggie May

Side Quest 027



A huntress who lived for years in the Forest of Niall. She's plain-spoken, and gives short shrift to anyone who annoys her. Though she's proudly self-sufficient, her lack of culinary ability has meant that her diet has always been rather bland.

Species Grimalkin Homeland Ding Dong Dell Occupation Huntress

—/—/— 70/80/90 40/45/50 —/—/—

Huntsman's Eye
A skill for bringing down prey that can boost the hunting lodge's productivity.

Starting Rank Beginner
Skirmish Unit
The Feline Firing Squad

032 Kitty

Side Quest 136 & 37 ToG



A much-loved baker from Ding Dong Dell. She can make a mean fish pie, and her sardine sandwiches sell out on a daily basis. She's always ready to experiment with daring recipes in order to attract new customers.

Species Grimalkin Homeland Ding Dong Dell Occupation Baker

—/—/— —/—/— —/70/80 —/60/70

Baker's Heart
A love of all things bread-related that can boost the farm's productivity.

Starting Rank Veteran

033 Alice

Side Quest 025



A young girl who dreams of following in the footsteps of her grandmother, Auntie Martha, and becoming a higgledy handler par excellence. She sees Evan as a rival because of his talent at herding higgledies, and the soft spot her granny clearly has for him.

Species Humanfolk Homeland Ding Dong Dell Occupation Trainee Higgledy Handler

—/—/— —/—/— 75/85/95 35/40/45

Higgler's Instinct
A natural feel for spritecraft that can help boost work at the higglery.

Starting Rank Beginner

034 Henny

Side Quest 024



A teacher who ran a small school in Ding Dong Dell, and who once taught Evan himself. She's loved by pupils and their parents alike for her ability to open even the least studious child's eyes to the joys of learning.

Species Humanfolk Homeland Ding Dong Dell Occupation Teacher

—/—/— —/80/90 —/—/— —/45/50

Mentor's Instinct
An educational aptitude that can help boost work at the Institute of Innovation.

Starting Rank Veteran

035 Rosamund

Side Quest 137



A pastry chef from Ding Dong Dell whose exquisite creations are snapped up by local residents and visitors to the kingdom alike. While she's an unimpeachable perfectionist at work, most people don't know that she's a complete slob at home.

Species Mousekind Homeland Ding Dong Dell Occupation Patissier

—/—/— 30/40/50 65/75/85 30/40/—

Patissier's Touch
A feel for food that boosts productivity at the ranch or the market garden.

Starting Rank Beginner

036 Marlene

Side Quest 138



Once a sorcerer at the court of Ding Dong Dell, she gave it all up to become a bandit, much to the bafflement of the bandits themselves. She's beautiful and intelligent, but has an air of being less than impressed by the world and its inhabitants.

Species Mousekind Homeland Ding Dong Dell Occupation Palace Sorceress

—/50/55 —/—/— —/—/— —/85/95

Magic Touch
A mastery of offensive magic that can help boost research at the Spellworks.

Starting Rank Veteran
Skirmish Unit
The Wicked Witches

037 Grisella

Side Quest 135 & 45 ToG



A sorceress from Ding Dong Dell who shunned society for many years. Her air of mystery led to rumors that she was dabbling in the dark arts, but she actually spent her time concocting love potions and charms to help people enjoy happy marriages.

Species Mousekind Homeland Ding Dong Dell Occupation Mage

—/—/— —/—/— 20/25/30 80/90/100

Hedge Magic
A knowledge of charms and curses that can boost work at the hubble-bubblery.

Starting Rank Beginner

038 Lady Trudy

Side Quest 139 & 47 ToG



A wealthy landowner who managed to prosper in Ding Dong Dell even when the grimalkin dominated. She ran an efficient and productive farm, but was ever so slightly bored, which meant she jumped at the chance of a fresh start in Evermore.

Species Mousekind Homeland Ding Dong Dell Occupation Farmer

—/—/— —/—/— —/80/90 —/45/50

Emerald Fingers
Natural knowledge that ups productivity at the farm or the market garden.

Starting Rank Veteran

039 Nu Bi

Side Quest 004



An aspiring young weapon maker who's usually very quiet until the topic of conversation turns to swords, at which point no one can get a word in edgeways. He grew up with Fai Do, and the two of them are still firm friends.

Species Dogfolk Homeland Goldpaw Occupation Armorer

50/70/90 20/30/40 —/—/— —/—/—

Smith's Instinct
A natural aptitude that provides a boost to any weapon-related work.

Starting Rank Beginner

040 Bao Wao

Side Quest 040



As a child growing up in a down-at-heel part of Goldpaw, he discovered he had a talent for finding precious stones, which he could then hawk to tourists. He's shy by nature, and tends to hide beneath his ludicrous headgear.

Species Dogfolk Homeland Goldpaw Occupation Miner

—/—/— 70/80/90 —/—/— 40/45/50

Nose in a Million
A nose for rare materials that can boost the mining camp's productivity.

Starting Rank Beginner

041 Long Mein

Side Quest 022



A trainee guard like his sister Yung Mein, with whom he's very close. Used to be a bit of a tearaway, and loved picking fights with monsters—or indeed anyone who looked at him the wrong way—until Bai Gon took him under his wing and got him to calm down.

Species Dogfolk Homeland Goldpaw Occupation Trainee Guard

70/80/90 —/—/— 40/45/50 —/—/—

Dogged Bearing
An inspiring earnestness that can help boost work at the training ground.

Starting Rank Beginner
Skirmish Unit
The Precocious Geniuses

042 Fai Do

Side Quest 012



Expected to follow in his grandfather Bai Gon's illustrious military footsteps, Fai Do found he had no aptitude for the army, and quit with a heavy heart. He now makes armor and, in true Goldpaw style, rolls dice to determine each suit's design.

Species Dogfolk Homeland Goldpaw Occupation Shield Maker

30/35/40 70/80/90 —/—/— 30/35/40

Armorer's Instinct
A natural aptitude that provides a boost to any apparel-related work.

Starting Rank Beginner

043 Hau Ling

Side Quest 023



A renowned fortune-teller who takes the responsibility that comes with her job very seriously indeed. She has no interest in games of chance, and trusts only in what the stars have to tell her.

Species Dogfolk Homeland Goldpaw Occupation Fortune Teller

—/—/— —/—/— —/30/35 —/95/105

Astrologer's Gift
Star-given magical skills that can help at the Spellworks or the dimensional lab.

Starting Rank Veteran

044 Ya Pi

Side Quest 122



A precocious soldier who trained hard from childhood in order to rise through the ranks and become a captain in Goldpaw's army in record time. In a kingdom that loves leaving things to chance, he's a firm believer in the importance of hard work...and a cool haircut.

Species Dogfolk Homeland Goldpaw Occupation Soldier

—/75/85	—/—/—	55/65/75	30/35/40

Deep Dedication
A compassion and dedication that can help boost work at the training ground.

Starting Rank Beginner
Skirmish Unit
The Golden Wolves

045 Da Xing

Side Quest 095



An apothecary and expert in herbal remedies from Goldpaw. He's good-hearted by nature, but prefers to keep this hidden, affecting an aloof, almost arrogant manner. He avoids fortune-tellers in case they reveal the terrible truth—that he's actually a perfect by nice guy.

Species Dogfolk Homeland Goldpaw Occupation Apothecary

—/—/—	—/—/—	—/50/55	—/80/90

Cauldron Sense
A fine medical mind that can help boost work at the hubble-bubblery.

Starting Rank Veteran

046 Gao Jia

Side Quest 009



Gao Jia retired from the army after being wounded in battle, but still makes use of his military nous to help train recruits. When he isn't barking orders, he likes to gamble. He believes that washing his cloak brings him luck—indeed, he met Evan after cleaning it.

Species Dogfolk Homeland Goldpaw Occupation Drill Sergeant

—/85/95	—/35/40	—/—/—	—/—/—

Canine Smarts
A deep knowledge of dog warfare that can help boost work at the barracks.

Starting Rank Veteran

047 Chi Pi

Side Quest 018 & 18 ToG



A master carpenter to whom aspiring craftsmen flock in order to learn from his example. He earns plenty of money, but spends so much time carousing that he's managed to whittle his savings down to almost nothing.

Species Dogfolk Homeland Goldpaw Occupation Carpenter

—/35/40	—/85/95	—/—/—	—/—/—

Builder's Eye
Building abilities that can help at the Institute of Innovation or the lumberyard.

Starting Rank Veteran
Skirmish Unit
The Woodworker's Guild

048 Bai Gon

Side Quest 010



Bai Gon's family have a proud history of serving in Goldpaw's army, and he's no exception. Having led a stellar military career, he now works as a drill sergeant. Sad that his grandson didn't follow in his footsteps, he treats his young proteges as his heirs instead.

Species Dogfolk Homeland Goldpaw Occupation Veteran Soldier

—/75/85	—/40/45	—/—/—	—/—/—

Canine Smarts
A deep knowledge of dog warfare that can help boost work at the barracks.

Starting Rank Veteran
Skirmish Unit
The Silver Foxes

049 Li Li

Side Quest 008



A youthful sorceress and fortune-teller who's remarkably mature for her age, and spends long hours in the library learning how to get rid of curses. She's a little uptight, and dislikes injustice, as well as general silliness and bad jokes.

Species Dogfolk Homeland Goldpaw Occupation Fortune Teller

—/—/—	—/—/—	35/40/45	80/90/100

Dispeller's Eye
A mind for magic that's a perfect fit for both the Spellworks and the dispellery.

Starting Rank Beginner

050 Hoi Den

Side Quest 005



An expert martial artist who grew up in a village just outside Goldpaw. She didn't train in order to fight others, but to hone her body and mind. She approaches everything in a serious and dedicated manner—especially gambling.

Species Dogfolk Homeland Goldpaw Occupation Martial Artist

40/45/50	—/—/—	70/80/90	—/—/—

Outdoorsiness
A natural agility and intelligence that can help boost work at the Explorer's Guild.

Starting Rank Beginner

051 Yung Mein

Side Quest 013 & 10 ToG



Training to be a guard along with her elder brother, Long Mein. A childhood of pitched sibling rivalry has made her tough, and she takes no nonsense from anyone. Having lost their parents at a young age, she and her brother look up to Bai Gon as a father figure.

Species Dogfolk Homeland Goldpaw Occupation Trainee Guard

55/65/75	40/50/60	—/—/—	50/60/70

Nose in a Million
A nose for rare materials that can boost the mining camp's productivity.

Starting Rank Beginner
Skirmish Unit
The Power Pups

052 Min Ti

Side Quest 011



A former soldier who once served under Gao Jia. When he retired, she left the army and took up the family trade of hunting. Collects many-sided dice, which she believes improve her chance of rolling the right number. No one has the heart to set her straight...

Species Dogfolk Homeland Goldpaw Occupation Sharpshooter

40/45/50	—/—/—	—/—/—	70/80/90

Huntsman's Eye
A skill for bringing down prey that can boost the hunting lodge's productivity.

Starting Rank Beginner
Skirmish Unit
The Howling Hunters

053 Pi Chi

Side Quest 006



A dress and accessory maker from Goldpaw who was Yip-Yip's apprentice for many years. She has a gentle character, but isn't afraid to tell people to shape up when required. She likes to gamble, but never bets more than she can afford to lose.

Species Dogfolk Homeland Goldpaw Occupation Clothes Designer

—/—/—	75/85/95	35/40/45	—/—/—

Nimble Fingers
A nifty nimble-fingeredness that can help boost work at the outfitter's.

Starting Rank Beginner

054 Ah Chu

Side Quest 019 & 8 ToG



A blacksmith famed for her forging skills. She has a gift for getting people who are arguing to see sense and find some middle ground. At the same time, she has her fair share of disagreements with her boss. In the end, they tend to let the dice decide who's right.

Species Dogfolk Homeland Goldpaw Occupation Blacksmith

—/85/95 —/—/— —/35/40 —/—/—

Spiffing Smithing
Advanced smithing skills that provide a boost to any weapon-related work.

Starting Rank Veteran

055 Yu Kan

Side Quest 020 & 11 ToG



A nursery school teacher who's like a second mother to the children of Goldpaw. She's generous to a fault to both young and old alike. Although kind to others, she doesn't expect anything in return, and is actually very strong and self-reliant.

Species Dogfolk Homeland Goldpaw Occupation Nursery School Teacher

—/—/— —/—/— —/80/90 —/50/55

Green Fingers
A talent for nurturing growth that can boost the market garden's productivity.

Starting Rank Veteran

056 Yo Ho-Ho

Side Quest 123



A naturally gifted gambler who's famed throughout Goldpaw for her winning ways. She inspires others to take chances too, which makes her very popular with the owners of the casino. She was born lucky, and often finds money just lying in the street.

Species Dogfolk Homeland Goldpaw Occupation Gambler

—/80/90 —/30/35 —/—/— —/30/35

Luck of the Devil
A gambler's soul and a pretty face that can boost the bazaar's productivity.

Starting Rank Veteran
Skirmish Unit
The League of the Patch

057 Yip-Yip

Side Quest 096 & 33 ToG



A veteran accessory maker who has plied her trade in Goldpaw for many years. Brisk and energetic, she has a strong aversion to being treated like an old person. As her apprentices have learned, a gift of some quality cloth is guaranteed to get you in her good books.

Species Dogfolk Homeland Goldpaw Occupation Clothes Designer

—/—/— —/90/100 —/40/45 —/—/—

Hyperdexterity
A supernatural skill with a needle that can help boost work at the outfitter's.

Starting Rank Veteran

058 Ketch

Automatically joins during Chapter 5–1



A skilled shipwright from Capstan-upon-Hull. His peerless boat-building skills meant he did everything himself for years, neglecting to train up any apprentices. He has a strong sense of right and wrong, and is happy to turn the air blue in defense of his views.

Species Humanfolk Homeland Capstan-upon-Hull Occupation Shipbuilder

—/35/40 —/90/100 —/—/— —/—/—

Even-Keeled
An aptitude born of being from Capstan that can help boost work at the shipyard.

Starting Rank Veteran

059 Tiller

Side Quest 037



A shipwright from Capstan-upon-Hull. He has a tendency to overstate his own abilities, which means he sometimes takes on more work than he can handle. The sky pirates remain hopeful that he'll one day turn his hand to repairing sky-skimmers.

Species Humanfolk Homeland Capstan-upon-Hull Occupation Shipbuilder

40/45/50 70/80/90 —/—/— —/—/—

Even-Keeled
An aptitude born of being from Capstan that can help boost work at the shipyard.

Starting Rank Beginner

060 Keeley

Side Quest 042



A solid and dependable shipwright from Capstan-upon-Hull. She has a reputation for not taking any nonsense from her fellow boat-builders. Not one of life's party animals, she would always choose a quiet night in over an invitation to paint the town red.

Species Humanfolk Homeland Capstan-upon-Hull Occupation Shipbuilder

—/—/— 70/80/90 40/45/50 —/—/—

Taste for Timber
A long history with wood that can boost the lumberyard's productivity.

Starting Rank Beginner

061 Pontus

Side Quest 044



A precocious self-proclaimed oceanographer. He doesn't know how to catch fish himself, and relies on others to do it for him so he can study sea life from around the Hydropelago. His unmatched knowledge of the medicinal properties of seaweed is highly valued by all.

Species Merfolk Homeland Hydropolis Occupation Oceanographer

—/—/— —/—/— 80/90/100 35/40/45

Pescological Nous
A deep knowledge of sealife that can boost the fish market's productivity.

Starting Rank Beginner

062 Mylas

Side Quest 097



A student of the mysterious arts of sorcery and divination. He had an over-protective mother who pampered him, but he's not remotely spoiled, and is gentle and kind to all. As a child, he was always fascinated by the world, and loved books about faraway places.

Species Merfolk Homeland Hydropolis Occupation Sorcerer

—/—/— —/—/— 30/35/40 65/80/95

Sorcerer's Instinct
An uncanny knck for conjury that can help boost work at the hubble-bubblery.

Starting Rank Beginner

063 Nereus

Side Quest 048



A wandering minstrel and gifted songsmith who can play pretty much anything with strings. His penchant for romantic balladry and rich, honeyed tones meant he was kept under almost constant surveillance back when love was banned in Hydropolis.

Species Merfolk Homeland Hydropolis Occupation Musician

—/—/— —/—/— —/70/80 —/60/70

Perfect Pitch
An ear for a tune that can be called upon whenever you want to hear a song.

Starting Rank Veteran

064 Thaumas

Side Quest 046 & 29 ToG



A sorcerer from Hydropolis whose good looks and gentle manner made him a huge hit with the ladies even back when love was banned. His healing skills mean he's in constant demand, but rival healer Thetis isn't convinced by his methods at all.

Species Merfolk Homeland Hydropolis Occupation Sorcerer

—/—/— —/—/— 40/45/50 70/80/90

Sorcerer's Instinct
An uncanny knack for conjury that can help boost work at the hubble-bubblery.

Starting Rank Beginner

065 Proteus

Side Quest 049 & 20 ToG



A melancholy master jeweler who channels all his sadness and regret into his creations. The more elaborate the piece he makes, the more one should worry about his emotional well-being...

Species Merfolk Homeland Hydropolis Occupation Jeweler

—/—/— —/85/95 —/—/— —/30/35

Prospector's Eye
An eye for ores and minerals that can boost the mining camp's productivity.

Starting Rank Veteran

066 Triton

Side Quest 050 & 22 ToG



A scholar with a profound knowledge of the ancient sorcery of Hydropolis. He believes in order and discipline, so was always more than happy to follow Queen Nerea's many rules. He loves poetry, and tries to woo girls with flowery quotes from obscure works.

Species Merfolk Homeland Hydropolis Occupation Magical Scholar

—/—/— —/45/50 —/—/— —/85/95

Scholar's Sense
An educator's mind for magic that can help boost research at the Spellworks.

Starting Rank Veteran

067 Phorkys

Side Quest 098



Phorkys comes from a family with a long tradition of serving in the Hydropolitan army, and it's said that his mere presence can change the course of a battle. His good breeding and gentle nature make him almost as popular with the ladies as Thaumas.

Species Merfolk Homeland Hydropolis Occupation Hydropolitan Guard

70/80/90 —/—/— 40/45/50 —/—/—

Charisma
A cheerful, sunny disposition that can help boost work at the barracks.

Starting Rank Beginner
Skirmish Unit
Cetus' Chosen

068 Filippos

Side Quest 043 & 30 ToG



A young hunter who's much loved in Hydropolis for his unfailing ability to fell the gulls that pester the fishing fleet. He may look rough and ready, but he's very responsible for his age—although he does enjoy playing the odd practical joke...

Species Humanfolk Homeland Hydropolis Occupation Hunter

40/45/50 —/—/— 70/85/90 —/—/—

Outdoorsiness
A natural agility and intelligence that can help boost work at the Explorer's Guild.

Starting Rank Beginner
Skirmish Unit
Orion's Belters

069 Peleus

Side Quest 047 & 32 ToG



He's a slightly unpredictable character, but his talent for making weapons is undeniable. He can also craft high-quality fishing gear, which is much valued in Hydropolis. His roving eye and inability to refrain from flirting often earn him Leander's ire.

Species Humanfolk Homeland Hydropolis Occupation Armorer

—/85/95 —/35/40 —/—/— —/—/—

Artisan's Arm
Intricate crafting skills that provide a boost to any weapon-related work.

Starting Rank Veteran

070 Glaucus

Side Quest 045 & 14 ToG



A veteran fisherman who became something of a living legend in Hydropolis when his boat was caught in a storm and he managed to swim all the way home. A rumor sprang up that he actually got a lift on Cetus's back, which he neither confirms nor denies.

Species Humanfolk Homeland Hydropolis Occupation Fisherman

—/30/35 —/60/65 —/75/85 —/—/—

Fisher's Fingers
A closeness with the sea that can boost the fish market's productivity.

Starting Rank Veteran
Skirmish Unit
The Glaucanauts

071 Speio

Side Quest 051



One of the priestesses who served the Queen by communing with Hydropolis's kingmaker. She was still a trainee when she met Evan, but with his help, she managed to pass the test to be ordained. She's dedicated to her calling, but still has a habit of oversleeping.

Species Merfolk Homeland Hydropolis Occupation Trainee Priestess

—/—/— —/—/— 60/70/80 50/60/70

Metaphysicality
Interdimensional powers that can help at the cathedral or the dimensional lab.

Starting Rank Beginner
Skirmish Unit
Speio's Sirens

072 Halimede

Side Quest 070



A beautician from Hydropolis who's been coloring and styling hair since childhood, and was responsible for the ritual required to style Queen Nerea's coif. There were fears for the kingdom's aesthetic future when she left, but she trained her successor well.

Species Merfolk Homeland Hydropolis Occupation Beautician

—/—/— 40/45/50 65/75/85 50/60/70

Fertile Mind
An eye for color and beauty that can boost the market garden's productivity.

Starting Rank Beginner

073 Thetis

Side Quest 071



A doctor who attends to the health needs of the people of Hydropolis. Her tendency to worry too much means she's liable to treat the slightest scratch as if it were a fatal wound. She worries constantly about dogfolk shedding hair anywhere near her patients.

Species Merfolk Homeland Hydropolis Occupation Doctor

—/—/— —/—/— —/50/55 —/80/90

Cauldron Sense
A fine medical mind that can help boost work at the hubble-bubblery.

Starting Rank Veteran

074 Lycorias

Side Quest 053



Inspired by a picture book about noble warriors as a child, she decided to dedicate her life to living up to their ideals. She'd love to become a true heroine, and believes that by fighting for Evermore to unite the world, she can make this dream come true.

Species Merfolk Homeland Hydropolis Occupation Hydropolitan Guard

45/50/55	—/—/—	—/—/—	70/80/90

Huntsman's Heart
A love of heroics that can boost the hunting lodge's productivity.

Starting Rank Beginner
Skirmish Unit
The Hydropolites

075 Hipponoe

Side Quest 099



An artist who was extremely reticent about letting anyone see her work, but who overcame her lack of confidence with Evan's help, and is now much admired, particularly for her landscapes. Her nervous disposition means she still struggles to paint strangers.

Species Merfolk Homeland Hydropolis Occupation Artist

—/—/—	—/—/—	60/70/80	60/70/80

Fertile Mind
An eye for color and beauty that can boost the market garden's productivity.

Starting Rank Beginner

076 Callianeira

Side Quest 124



A priestess who communes with Brineskimmer on Queen Nerea's behalf. She was concerned for the Queen's well-being when she was under Doloran's influence, but still obeyed her orders to the letter. She's admired by many, but unable to marry.

Species Merfolk Homeland Hydropolis Occupation Priestess

—/—/—	—/—/—	—/80/90	—/70/80

Sacred Sight
Prayer-given powers that can help at the cathedral or the Spellworks.

Starting Rank Veteran
Skirmish Unit
The Mermagi

077 Daphne

Side Quest 069 & 18 ToG



An irrepressible young fisherwoman who worshipped Glaucus, and was thrilled when he complimented her skills. She has a strong preference for using nets over rods, and often gets in trouble for straying into forbidden waters in search of a big catch.

Species Humanfolk Homeland Hydropolis Occupation Trainee Fisherwoman

30/35/40	30/35/40	70/80/90	—/—/—

Fisher's Fingers
A closeness with the sea that can boost the fish market's productivity.

Starting Rank Beginner

078 Helena

Side Quest 052 & 24 ToG



A chef who likes to hunt and gather her own ingredients. She's well-liked, but known for never backing down in an argument. She even once tried to settle a disagreement with her bow, which didn't go down well with the powers that be at all.

Species Humanfolk Homeland Hydropolis Occupation Cook

50/55/60	65/75/85	—/—/—	—/—/—

Adventurous Taste
A love of cooking game that can boost the hunting lodge's productivity.

Starting Rank Beginner
Skirmish Unit
Helena's Hellraisers

079 Sibylla

Side Quest 100 & 25 ToG



Grew up dreaming of being a fisherwoman, but had to give up due to seasickness. Still obsessed by the ocean, she became a diver at her parents' suggestion. She's madly in love with Glaucus, who's the only man she'd set foot in a boat for.

Species Humanfolk Homeland Hydropolis Occupation Diver

—/—/—	35/40/45	70/80/90	25/30/35

Fisher's Fingers
A closeness with the sea that can boost the fish market's productivity.

Starting Rank Beginner

080 Chip

Side Quest 072



This child prodigy is a leading magical researcher at Broadleaf Inc., and some say its brightest hope for the future. Not shy about flaunting his talents, he may seem to treat those around him with contempt, but once you get to know him, he's really not so bad.

Species Humanfolk Homeland Broadleaf Occupation Magical researcher

40/45/50	—/—/—	—/—/—	75/85/95

Expert's Instinct
A deep scientific knowledge that can help boost work at the dimensional lab.

Starting Rank Beginner
Skirmish Unit
Gamma Squadron

081 Drew

Side Quest 101 & 28 ToG



A law enforcement specialist who teamed up with Kimmy to prevent wrong-doing. He can be a little over-enthusiastic, but his sense of duty is admirable. In any investigation, he always claims to have identified the culprit before anyone else...and is always wrong.

Species Humanfolk Homeland Broadleaf Occupation Police Officer

70/80/90	—/—/—	—/—/—	45/50/55

Dogged Bearing
An inspiring earnestness that can help boost work at the training ground.

Starting Rank Beginner
Skirmish Unit
Gamma Force

082 Price

Side Quest 074



A distribution expert who was formerly responsible for the flow of products in and out of Broadleaf. He has a thing for giant monsters, which is why there's a wall-sized poster of Bastion in his room.

Species Humanfolk Homeland Broadleaf Occupation Trader

—/—/—	70/80/90	40/45/50	+/—/—

Business Sense
A strong sense of what people want that can boost the bazaar's productivity

Starting Rank Beginner

083 Oz

Side Quest 073



A slightly hapless security guard who somehow manages to lock himself in or out of buildings on a daily basis. He's spent so long waiting for people to let him out of locked rooms that he can happily wait in line for hours on end.

Species Humanfolk Homeland Broadleaf Occupation Security Guard

70/80/90	—/—/—	30/35/40	30/35/40

Indefatigability
An ability to withstand hardship that can help boost work at the training ground.

Starting Rank Beginner
Skirmish Unit
Beta Corps

084 Brodie

Side Quest 081



An experienced engineer with a gentle, kind demeanor. He's highly skilled at making both friends and weapons thanks to his people skills and love of machines. Which isn't to say his hands of fondly cooing to his computer hasn't earned him some odd looks...

Species Humanfolk Homeland Broadleaf Occupation Engineer

—/85/95 —/45/55 —/—/— —/—/—

Artisan's Arm
Intricate crafting skills that provide a boost to any weapon-related work.

Starting Rank Veteran

085 Kent

Side Quest 075



A magical ore analyst who's not averse to getting his hands dirty and digging up the rocks himself, but prefers to spend his time studying them. His opinion can send commodity prices up and down in seconds. Aside from rocks, he likes reviewing movies.

Species Humanfolk Homeland Broadleaf Occupation Magical Ore Analyst

—/—/— —/75/85 —/—/— —/65/75

Prospector's Eye
An eye for ores and minerals that can boost the mining camp's productivity.

Starting Rank Veteran

086 Trey

Side Quest 125



An industrial designer by trade, Trey founded Broadleaf Inc. along with Zip and Bracken. He worked around the clock to meet Zip's increasingly deranged demands, so seeing his products now triggers mixed emotions. He's very passive...until pushed.

Species Humanfolk Homeland Broadleaf Occupation Industrial Designer

—/60/70 —/85/95 —/—/— —/—/—

The Zip Effect
A dedication and genius that can help boost work at the Institute of Innovation.

Starting Rank Veteran

087 Eli

Side Quest 102 & 40 ToG



No single individual has had more influence on the fashion sense of the people of Broadleaf than this unrivalled designer. He claims his big break came when he had a dream about another world, and woke up filled with fresh ideas.

Species Humanfolk Homeland Broadleaf Occupation Apparel Designer

35/40/45 70/80/90 —/—/— —/—/—

Sense of Style
A world-leading fashion sense that can help boost work at the outfitter's.

Starting Rank Beginner

088 Jared

Side Quest 126 & 34 ToG



Jared was once a little on the slight side, but Batu helped him bulk up, and now he's a real man mountain. He used to be a bodyguard for rich kids, and when he got buff, he was worried they'd be scared. But he needn't have worried—he's more popular than ever!

Species Humanfolk Homeland Broadleaf Occupation Special Constable

70/80/90 40/45/50 —/—/— —/—/—

Knack for Nutrition
A unique outlook and ideas that can help boost work at the Institute of Innovation.

Starting Rank Beginner
Skirmish Unit
Covert Ops Unit Omega

089 Candy

Side Quest 079 & 27 ToG



An environmental researcher from Broadleaf with a ready smile and a deep love for all living things. She can see higgledies, and has been teaching herself their language, though when she practices, most people think she's talking nonsense to herself...

Species Humanfolk Homeland Broadleaf Occupation Environmental researcher

—/—/— —/—/— —/85/95 —/40/45

Fluency in Hig
An ability to talk to the little ones that can help boost work at the higglery.

Starting Rank Veteran

090 Cindy May

Side Quest 078



An experienced security guard who retains a certain youthful exuberance. She may be a bit ditzy, but she's far from an idiot. She's also very concerned about people's well-being, and helped ensure there were no major injuries during the anti-Zip demos.

Species Humanfolk Homeland Broadleaf Occupation Security Guard

50/60/70 60/70/80 —/—/— —/—/—

Social Network
A wide circle of acquaintances that can boost the mining camp's productivity.

Starting Rank Beginner

091 Krystal

Side Quest 080



A researcher who loves all things magical, but unfortunately has never managed to master magic herself. She's studying hard though, and dreams of the day when she can harness the power of conjury to help her concoct a revolutionary line of skincare products.

Species Humanfolk Homeland Broadleaf Occupation Magical researcher

—/—/— —/—/— 40/45/50 70/80/90

Expert's Instinct
A deep scientific knowledge that can help boost work at the dimensional lab.

Starting Rank Beginner

092 Brooke

Side Quest 103



An expert programmer who's worked on a host of Broadleaf's biggest products. She's a nerd at heart, which may explain why she and Zip get along so famously. The games she plays to take her mind off the job have given her surprisingly good sword skills.

Species Humanfolk Homeland Broadleaf Occupation Programmer

—/—/— 70/80/90 —/—/— 40/45/50

Technophilia
A talent for tech, that can help boost work at the Institute of Innovation.

Starting Rank Beginner
Skirmish Unit
The Alpha Females

093 Briana

Side Quest 104 & 26 ToG



A weapon designer from Broadleaf who used to prize functionality above all else, but has now developed a uniquely feminine style— no one makes weapons quite like Briana. She's developed something of a cult following among the sky pirates of Evermore.

Species Humanfolk Homeland Broadleaf Occupation Weapon Designer

70/80/90 45/50/55 —/—/— —/—/—

Feel for Steel
Strength and artistic sense that provide a boost to any weapon-related work.

Starting Rank Beginner

094 Kimmy

Side Quest 077 & 21 ToG



Cool, composed Kimmy was the face of law and order in Broadleaf, and is a perfect partner for the more impetuous Drew. She's a big fan of robots...which may explain why she treats Drew like he's programmed to obey her.

Species Humanfolk Homeland Broadleaf Occupation Police Officer

75/85/95 | 35/40/45 | —/—/— | —/—/—

Charisma
A cheerful, sunny disposition that can help boost work at the barracks.

Starting Rank Beginner
Skirmish Unit
Sigma Battalion

095 Morgan

Side Quest 106



Whatever you need, Morgan can get it for you. Using her network of connections, she can source weird and wonderful items from all around the world. She may seem a little cold and businesslike at first, but she has an abiding love for the unusual and obscure.

Species Humanfolk Homeland Broadleaf Occupation Buyer

—/—/— | —/70/80 | —/—/— | —/60/70

Business Sense
A strong sense of what people want that can boost the bazaar's productivity.

Starting Rank Veteran

096 Alexis

Side Quest 127 & 51 ToG



A hard-nosed cop who was born into a noble family, but fled her home following a bitter fight with a rival clan. After losing everything, she vowed to dedicate her life to protecting others. She names everything, including her gun—Misty—and even her cutlery!

Species Humanfolk Homeland Broadleaf Occupation Special Constable

45/50/55 | —/—/— | 70/80/90 | —/—/—

Perfect Execution
A flair for following orders that can boost the hunting lodge's productivity.

Starting Rank Beginner
Skirmish Unit
Team Exalon

097 Francine

Side Quest 105 & 36 ToG



A famed theater impresario, she was planning an ambitious project to replace actors with robots which was disrupted by the unrest in Broadleaf. Now she's very keen to sprinkle some showbiz stardust around in Evermore.

Species Humanfolk Homeland Broadleaf Occupation Impresario

—/50/55 | —/80/90 | —/—/— | —/—/—

Fresh Perspective
A unique outlook and ideas that can help boost work at the Institute of Innovation.

Starting Rank Veteran

098 Andrew

Side Quest 076



A robot with an insatiable desire for system updates and cutting-edge components. His incessant demands to be made more high-spec mean the programmers and engineers in charge of him are often at their wits' end.

Species Robot Homeland Broadleaf Occupation robot

—/—/— | 50/80/110 | —/—/— | —/—/—

Technophilia
A talent for tech, that can help boost work at the Institute of Innovation.

Starting Rank Beginner

099 Sin-Gul

Side Quest 159



A mysterious man from a kingdom that vanished into obscurity long ago. Little is known about him, other than that he's a wandering minstrel, he's not fond of people from his homeland, and his real name is very, very long indeed.

Species Humanfolk Homeland — Occupation Bard

—/—/80 | —/—/80 | —/—/70 | —/—/70

Singularity
Experience gained from traveling through time that can boost any and all facilities.

Starting Rank Master

100 Dekkah

Side Quest 160



An enigmatic character from a forgotten kingdom. He refers to himself as a "geomancer," and travels the world, claiming to be studying each kingdom's terrain, though his focus seems to be more on food... Doesn't get along with his compatriots.

Species Humanfolk Homeland — Occupation Geomancer

—/—/— | —/—/90 | —/—/90 | —/—/—

Ex-ten-sive Insight
An intimate knowledge of nature that can boost any material production facility.

Starting Rank Master

101 Senturi

Side Quest 161



An enigmatic poetess from a kingdom that has long since vanished from the map. She pops up periodically throughout history at times of great political upheaval. Has absolutely no interest in associating with anyone from her former homeland.

Species Humanfolk Homeland — Occupation Minstrel

—/—/— | —/—/— | —/—/105 | —/—/—

100-Heartedness
A poetic sensibility that can boost any facility specializing in spritecraft.

Starting Rank Master

102 Mileniyah

Side Quest 002



A cryptic individual from a long-forgotten kingdom who insists on being addressed as "Professor." She's often so busy investigating parallel worlds that she has no clue what's going on in her own. Sees anyone from her home kingdom as an inferior.

Species Humanfolk Homeland — Occupation Professor

—/—/— | —/—/— | —/—/— | —/—/120

Insider's Insight
Expertise on Dreamer's Mazes that can help boost work at the dimensional lab.

Starting Rank Master

103 Tyran

Side Quest 162



The leader of a marauding crew of bandits, and Evan's erstwhile adversary. Tyran had never so much as seen a kingmaker, but that didn't stop him declaring himself lord of The Lucky Country. Despite his rough and ready demeanor, he's actually a decent sort.

Species Humanfolk Homeland — Occupation Bandit

—/80/100 | —/—/— | —/—/— | —/—/—

Swaggie's Swagger
A rough and ready gruffness that can help boost work at the barracks.

Starting Rank Veteran
Skirmish Unit
Tyran's Terrors

Working Your Kingdom

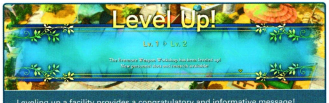
Before delving into the nitty-gritty of how to manage Evermore, we need to explain the commands tied to facilities that influence the kingdom. This section focuses on features inherent to all facilities, and which benefit Evermore as a whole.

Leveling Up Facilities

Each and every facility will begin contributing to the kingdom at level 1, with higher levels (generally capping out at level 3 or 4) providing bonuses to their overall productivity. The positive effects these bestow will vary based on what kind of facility it is: some will carry new materials, for example, but others will unlock research topics that were originally inaccessible. All the ways in which each facility evolves are covered in full detail starting on P.116.

Upgrading a facility is simple: when in kingdom management mode, select the facility you want to upgrade and the cost of the upgrade will be displayed. Meet the requirements and allocate the necessary Kingsguilders and voila, the deed is done!

Completing Research



Leveling up a facility provides a congratulatory and informative message!



Completing research is accompanied by similar fanfare.

When you select a facility, you'll see an option called "research," which contains a list of available topics. Any topic not grayed out in the list will be available to start, providing you have the required amount of Kingsguilders. If a special skill is required, you'll also need to place a citizen that has it into the facility before you can begin. The rate at which the research is completed is based on the total IQ of the citizens in the facility; the higher the IQ, the faster the research will go.

After starting some research, two new choices will appear underneath the research command. "Cancel Research" is self-explanatory, but any Kingsguilders and development time put into research are lost upon cancelation. In other words, think carefully before authorizing it!

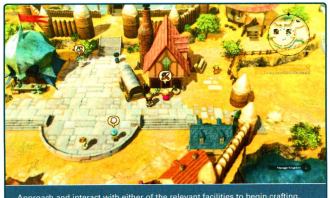
"Boost Research Speed" speeds up research by 10%. Its price is is calculated as the original development cost + 50% on top. You're allowed to repeat this boosting cycle—which can cost a pretty penny for later facilities—multiple times at the original price until the research is complete. Once concluded, hit the "Complete Research" command to wrap things up, and then you're free to start a new topic. It's worth remembering that you can cut research cost and speed by completing certain research topics at the Institute of Innovation facilities.



Boosting research speed is extremely costly, but if you have the KG to spare it can save you a lot of time.

Crafting Weapons, Armor, & Accessories

Fighting stronger monsters is always going to require more powerful gear, so why not be your own supplier, through the facilities available in Evermore? Whipping up your own weapons, armor, and



Approach and interact with either of the relevant facilities to begin crafting.

accessories can be done via the Weapon Workshop and the Outfitters facilities, located just a few steps from the castle.

Hopping right into this task is easy: walk up to either facility's front entrance, and interact with them to open up their main menu. From here, choose "Make Weapons/Armor/Accessories" and you'll see a list of available equipment, alongside their cost and required materials. After you meet these demands, simply hit "Create" to make the next addition to your arsenal into a reality! Pressing the R1 / L1 button when inside this menu alternates between the different equipment categories, and you can expand the catalog of either facility by completing relevant research topics.

Catalysts

"Catalysts" are extra materials required for crafting. They're secondary components in the act of assembling a new piece of equipment, but they provide various useful enhancements.

All weapons and armors (but not accessories) will have a predetermined catalyst attached to them, meaning that you cannot change this material. Every time you add a catalyst you will increase the quality of the item, and thus improve the stats it will have when you create it. Add enough of them, and you'll also add an equipment skill to the item.

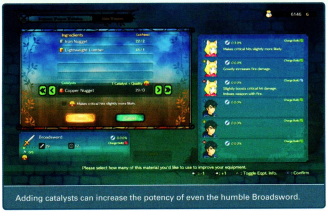
Improving Weapons & Armor

The second option in the Weapon Workshop or the Outfitters menus, "Improving Weapons / Armor", allows you to permanently increase the offensive or defensive values of your equipment (including those currently equipped) up to 10 times. With a weapon or armor piece selected, you can coose which attribute (physical or magical) you'd like to improve, and this comes with a cost in materials.

How high you can raise these statistics per improvement directly correlates to the equipment's rarity level, as you can see in the chart here:

Rarity level	Stat Point Growth
★	+1
★★	+2
★★★	+3
★★★★	+4
★★★★★	+5





Adding catalysts can increase the potency of even the humble Broadsword.

Unlocking Weapon & Armor Skills

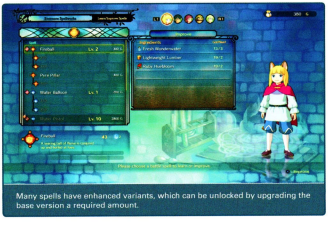
While not visible by default, this third and final choice within the facility menus can be opened up after completing development of the "Skill Unlocking Secrets" research topics. If your piece of equipment has an empty skill slot in its information box, you can take it to the relevant facility and make use of your new skill-unlocking functionality. By using the required materials and Guilders, you can permanently activate these extra equipment skills. Hidden skills are fixed at the time of the item drop, not when you unlock them; you can never get a different result from unlocking one, regardless of how many times you reload your save!



Unlocking hidden skills allows you tap into the full potential of a weapon!

Learning and Improving Magic

Over at the Spellworks, located to the left of the Castle, you can broaden the magic-casting knowledge of your party members. Upon interacting with this facility and selecting a character in its menu, a list will appear that outlines who is capable of learning which spells. These include higher levels of an existing spell or new ones altogether. As is the norm in Evermore, the displayed materials



Many spells have enhanced variants, which can be unlocked by upgrading the base version a required amount.

(including Kingsguilders) are needed before being starting, and spells listed as "???" will mention any requirements that need to be fulfilled before you can unlock them.

Bear in mind that even after learning a new spell, each character is only allowed to employ four skills simultaneously. Opening up the "Equipment & Skills" section within the touch pad menu allows you to swap them around in any way you see fit.

Cooking Up Higgledies

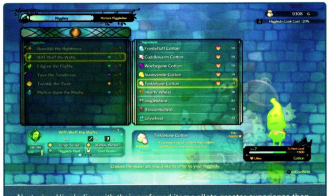
At the right-hand side of Evermore Castle, you'll find the Higglery, home to a cauldron that gives birth to the eccentric Higgledy Heroes! Inside this facility, you'll stir up a bunch of materials, which are listed on the right of the menu. Shortly thereafter, the Higgledy will pop out of thin air, bursting into a joyful dance before your eyes!

Each Higgledy Hero can only exist once, because according to Auntie Martha they're intrinsically linked to a soul. Equally important to note is that increasing the total count of available Higgledies is done via the Higglery's research topics that are unlocked by acquiring Cookbooks.

Nurturing Higgledies

With a freshly-cooked batch of Higgledies now at your side, your next step is to nourish them. In contrast to their mysterious nature, doing this is as straightforward as it gets. Nurturing a Higgledy means nothing more than feeding them materials, each of which nets them some experience points. While they aren't picky eaters, Higgledies do have their personal preferences (visualized by a heart icon) which provide them more experience points than other materials of the same rarity level.

Higgledies can be grown up to a maximum of level 10, generally resulting in improved feistiness, hardiness, and followers per level. A full breakdown of this can be read on P.133.



Nurturing Higgledies with their preferred items allots greater experience than items of the same rarity, but greater rarity items can still yield more experience if you have them.



Once upgraded, Gerel's Everyday General Store offers the best prices on healing items and other supplies—making it your destination of choice when looking to stock up!

Buying at the Everyday General Store

Found west of Evermore Castle, the Everyday General Store behaves much like stores in other parts of the world; you can sell items, or buy anything from Gerel's line-up of wares as long as you have the Guilders. A remarkable distinction, however, is that unlike the competition, the range of contents carried by this facility can be widened over time! Further details can be found on P.149.

Cooking & Buying Cuisine at Tasty's Cookshop

Located directly above the Everyday General Store, Tasty's Cookshop isn't far removed from similar restaurants in neighboring kingdoms, since it allows you to purchase heaps of mouth-watering edibles. The critical differentiator, however, is that Floyd—who runs this facility—is a rookie in this profession, and is still learning the ropes.

So, much like the Everyday General Store, the list of Tasty's Cookshop's offerings can be fleshed out under the right circumstances. You'll need to both raise Floyd's Cookery level, and find cookbooks on your travels. The former is done at the facility itself by preparing new meals, whereas the latter you'll earn as rewards through completing Side Quests. Once Floyd has taught himself how to cook a certain recipe, you no longer need to muster its materials, because from then onwards you can use the facility's "Buy Cuisine" option (if your money pouch holds enough Guilders).



Tending to Floyd's Cookery level is a long-term commitment; repeat dishes are void to put it bluntly, so go out of your way to create those left unchecked!

Growing Your Kingdom

Evermore's long-term evolution is staggered throughout multiple phases. With this in mind, we've drawn up tables pertinent to each discipline. On the following pages we'll explain the purposes of the different categories of facility, but first, let's take a look at where each one can be built.

Kingdom Overview



01 Budding Lumberyard	14 Evermore Weapon Workshop	27 Sage's Salon	40 Goodfellows Inn	53 Evermore Elite Barracks
02 Hubble-Bubblery	15 Evermore Barracks	28 Branching Lumberyard	41 Hunting Lodge No. 3	54 Officer's Training Ground
03 Evermore Castle	16 Explorer's Guild	29 Bustling Bazaar	42 Mining Camp No. 2	55 Mining Camp No. 4
04 Higglery	17 Evermoria Gardens	30 Institute of Higher Innovation	43 Minor Market Garden	56 Massive Market Garden
05 Hunting Lodge No. 1	18 Kingmaker's Cathedral	31 Institute of Innovation	44 Major Market Garden	57 Towering Lumberyard
06 Sleepy Ranch	19 Dispellery	32 Hunting Lodge No. 2	45 Flourishing Farm	58 Flourishing Lumberyard
07 Verdant Farm	20 Dimensional Lab	33 Mining Camp No. 3	46 Multi-Dimensional Lab	59 Fabulous Fish Market
08 Tasty's Cookshop	21 Symphonium	34 Fertile Farm	47 Expert Explorer's Guild	60 Bountiful Bazaar
09 Evermore Spellworks	22 Basic Training Ground	35 Lively Ranch	48 Full-Fledged Farm	61 Fine Fish Market
10 Humble Bazaar	23 Mining Camp No. 1	36 Spreading Lumberyard	49 Raucous Ranch	62 Hunting Lodge No. 4
11 Fresh Fish Market	24 Chirpy Ranch	37 Thriving Bazaar	50 Ship-Shape Shipyard	63 Hunting Lodge No. 5
12 Everyday General Store	25 Medium Market Garden	38 Fresher Fish Market	51 Wondrous Bazaar	64 Mining Camp No. 5
13 Evermore Outfitters	26 Hyper Hubble-Bubblery	39 Aranella Square	52 Freshest Fish Market	

Production Facilities

Also known as as Evermore's "Ministries", four of these can be built as soon as you gain access to the kingdom. They essentially lend a helping hand to Evan and his companions by producing weapons, equipment, and items that help in combat. This includes offensive as well as defensive equipment, spells, and Higgledies.

Evermore Weapon Workshop

350 KG
+15000

Functions Research Weapons. Make/Improve weapons.
Reqrmnts None

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new research topics, 1 extra personnel slot.	Kingdom Lv. 2	4000	37000
Lv. 3	4 new research topics, 1 extra personnel slot.	Kingdom Lv. 2	30000	200000
Lv. 4	5 new research topics, 1 extra personnel slot.	Kingdom Lv. 3	60000	340000

Ah Chu, Bracken, Briana, Brodie, Fitch, Nu Bi, Peleus, Sin-Gul, Tyger

Evermore Spellworks

350 KG
+15000

Functions Research spells. Learn/Improve spells.
Reqrmnts None

	Services Gained	Requirements	Cost	Influence
Lv. 2	3 new research topics, 1 extra personnel slot.	Kingdom Lv. 2	4000	37000
Lv. 3	4 new research topics, 1 extra personnel slot.	Kingdom Lv. 2	30000	200000
Lv. 4	5 new research topics, 1 extra personnel slot.	Kingdom Lv. 3	60000	340000

Callaneira, Hau Ling, Leander, Li Li, Marlene, Sin-Gul, Triton

Evermore Outfitters

350 KG
+15000

Functions Research Armor. Make/Improve armor.
Reqrmnts None

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new research topics, 1 extra personnel slot.	Kingdom Lv. 2	4000	37000
Lv. 3	4 new research topics, 1 extra personnel slot.	Kingdom Lv. 2	30000	200000
Lv. 4	5 new research topics, 1 extra personnel slot.	Kingdom Lv. 3	60000	340000

Bracken, Crispin, Eli, Fai Do, Grampuss, Pi Chi, Ritter, Sin-Gul, Yip-Yip

Higglery

350 KG
+15000

Functions Research Higgledies. Make/Improve higgledies.
Reqrmnts None

	Services Gained	Requirements	Cost	Influence
Lv. 2	2 new research topics, 1 extra personnel slot.	Kingdom Lv. 2	4000	37000
Lv. 3	3 new research topics, 1 extra personnel slot.	Kingdom Lv. 2	30000	200000
Lv. 4	2 new research topics, 1 extra personnel slot.	Kingdom Lv. 3	60000	340000

Alice, Martha, Candy, Leander, Norbert, Senturi, Sin-Gul

Gathering Facilities

These buildings will provide you with a vast stockpile of materials so long as citizens are stationed in them. You can use the materials you amass from these facilities to solve various problems, such as aiding those coveting a given item, or cooking up a new Higgledy at the Higglery.

Keep in mind that the spoils contained within these facilities can also be retrieved through complimentary means, such as from the foraging points spread throughout the world and seeing Side Quests through to their ends.

For every normal citizen that you have inside any gathering facility you will get one item every 10 minutes. If you place a suitable citizen inside one, however, that time can be significantly reduced. A Beginner rank suitable citizen will get a 20% reduction in that time, Veteran receives a 35% reduction, and for a Master you'll get a whopping 50% off the time!

Mining Camp No. 1

240 KG
+12000

Functions Gather ores, wonderwater, crystals, and prisms.
Reqrmnts None

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	2100	21000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 2	7000	60000

Bao Wao, Cindy May, Dekkah, Kent, Proteus, Tani, Yung Mein

Mining Camp No. 2

2900 KG
+64000

Functions Gather ores, wonderwater, crystals, and prisms.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Bao Wao, Cindy May, Dekkah, Kent, Proteus, Tani, Yung Mein

Mining Camp No. 3

2900 KG
+64000

Functions Gather ores, wonderwater, crystals, and prisms.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Bao Wao, Cindy May, Dekkah, Kent, Proteus, Tani, Yung Mein

Mining Camp No. 4

58000 KG
+650000

Functions Gather ores, wonderwater, crystals, and prisms.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	80000	400000
Lv. 3	4 new materials produced, 1 extra personnel slot.	None	120000	470000

Bao Wao, Cindy May, Dekkah, Kent, Proteus, Tani, Yung Mein

Mining Camp No. 5

70000 KG
+750000

Functions Gather ores, wonderwater, crystals, and prisms.
Reqrmnts. A citizen with "Prospector's Eye" skill. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	8 new materials produced, 1 extra personnel slot.	None	150000	500000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 4	350000	670000

Bao Wao, Cindy May, Dekkah, Kent, Proteus, Tani, Yung Mein

Hunting Lodge No. 1

240 KG
+12000

Functions Gather bones, furs, feathers, and leather.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	2100	21000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 2	7000	60000

Alexis, Batu, Dekkah, Helena, Lycorias, Min Ti, Moggie May, Raxel

Hunting Lodge No. 2

2900 KG
+64000

Functions Gather bones, furs, feathers, and leather.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Alexis, Batu, Dekkah, Helena, Lycorias, Min Ti, Moggie May, Raxel

Hunting Lodge No. 3

2900 KG
+64000

Functions Gather bones, furs, feathers, and leather.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Alexis, Batu, Dekkah, Helena, Lycorias, Min Ti, Moggie May, Raxel

Hunting Lodge No. 4

58000 KG
+650000

Functions Gather bones, furs, feathers, and leather.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	80000	400000
Lv. 3	4 new materials produced, 1 extra personnel slot.	None	120000	470000

Alexis, Batu, Dekkah, Helena, Lycorias, Min Ti, Moggie May, Raxel

Hunting Lodge No. 5

70000 KG
+750000

Functions Gather bones, furs, feathers, and leather.
Reqrmnts. A citizen with "Perfect Execution" skill. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	8 new materials produced, 1 extra personnel slot.	None	150000	500000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 4	350000	670000

Alexis, Batu, Dekkah, Helena, Lycorias, Min Ti, Moggie May, Raxel

Bountiful Bazaar

58000 KG
+650000

Functions Gather ingredients, cloth, thread, cotton, string, and buttons.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	8 new materials produced, 1 extra personnel slot.	None	80000	400000
Lv. 3	8 new materials produced, 1 extra personnel slot.	None	120000	470000

Dekkah, Klaus, Morgan, Persha, Price, Yo Ho-Ho

Humble Bazaar

240 KG
+12000

Functions Gather ingredients, cloth, thread, cotton, string, and buttons.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	8 new materials produced, 1 extra personnel slot.	None	2100	21000
Lv. 3	8 new materials produced, 1 extra personnel slot.	Kingdom Lv. 2	7000	60000

Dekkah, Klaus, Morgan, Persha, Price, Yo Ho-Ho

Wondrous Bazaar

70000 KG
+750000

Functions Gather ingredients, cloth, thread, cotton, string, and buttons.
Reqrmnts. A citizen with "Business Sense" skill. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	16 new materials produced, 1 extra personnel slot.	None	150000	500000
Lv. 3	6 new materials produced, 1 extra personnel slot.	Kingdom Lv. 4	350000	670000

Dekkah, Klaus, Morgan, Persha, Price, Yo Ho-Ho

Bustling Bazaar

2900 KG
+64000

Functions Gather ingredients, cloth, thread, cotton, string, and buttons.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	8 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	8 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Dekkah, Klaus, Morgan, Persha, Price, Yo Ho-Ho

Fresh Fish Market

240 KG
+12000

Functions Gather fish, seafood, shells, and corals.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	6 new materials produced, 1 extra personnel slot.	None	2100	21000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 2	7000	60000

Daphne, Dekkah, Glaucus, Pontus, Sibylla

Thriving Bazaar

2900 KG
+64000

Functions Gather ingredients, cloth, thread, cotton, string, and buttons.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	8 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	8 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Dekkah, Klaus, Morgan, Persha, Price, Yo Ho-Ho

Fresher Fish Market

2900 KG
+64000

Functions Gather fish, seafood, shells, and corals.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	6 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Daphne, Dekkah, Glaucus, Pontus, Sibylla

Freshest Fish Market

2900 KG
+64000

Functions Gather fish, seafood, shells, and corals.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	6 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Daphne, Dekkah, Glaucus, Pontus, Sibylla

Fine Fish Market

58000 KG
+650000

Functions Gather fish, seafood, shells, and corals.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	80000	400000
Lv. 3	4 new materials produced, 1 extra personnel slot.	None	120000	470000

Daphne, Dekkah, Glaucus, Pontus, Sibylla

Fabulous Fish Market

70000 KG
+750000

Functions Gather fish, seafood, shells, and corals.
Reqrmnts. A citizen with "Fisher's Fingers" skill. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	8 new materials produced, 1 extra personnel slot.	None	150000	500000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 4	350000	670000

Daphne, Dekkah, Glaucus, Pontus, Sibylla

Budding Lumberyard

240 KG
+12000

Functions Gather Lumber, Resins, and Fungi
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	2100	21000
Lv. 3	3 new materials produced, 1 extra personnel slot.	Kingdom Lv. 2	7000	60000

Chi Pi, Dekkah, Keeley, Niall, Roden

Branching Lumberyard

2900 KG
+64000

Functions Gather lumber, resins, and fungi.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	3 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Chi Pi, Dekkah, Keeley, Niall, Roden

Spreading Lumberyard

2900 KG
+64000

Functions Gather lumber, resins, and fungi.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	3 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Chi Pi, Dekkah, Keeley, Niall, Roden

Flourishing Lumberyard

58000 KG
+650000

Functions Gather lumber, resins, and fungi.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	3 new materials produced, 1 extra personnel slot.	None	80000	400000
Lv. 3	3 new materials produced, 1 extra personnel slot.	None	120000	470000

Chi Pi, Dekkah, Keeley, Niall, Roden

Towering Lumberyard

70000 KG
+750000

Functions Gather lumber, resins, and fungi.
Reqrmnts. A citizen with "Taste for Timber" skill. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	6 new materials produced, 1 extra personnel slot.	None	150000	500000
Lv. 3	3 new materials produced, 1 extra personnel slot.	None	350000	670000

Chi Pi, Dekkah, Keeley, Niall, Roden

Verdant Farm

240 KG
+12000

Functions Gather grains and vegetables.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	2100	21000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 2	7000	60000

Dekkah, Munokhoi, Kitty, Lady Trudy

Fertile Farm

3700 KG
+77000

Functions Gather grains and vegetables.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	10500	81000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	40000	250000

Dekkah, Munokhoi, Kitty, Lady Trudy

Flourishing Farm

3700 KG
+77000

Functions Gather grains and vegetables.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	10500	81000
Lv. 3	4 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	40000	250000

Dekkah, Munokhoi, Kitty, Lady Trudy

Full-Fledged Farm

70000 KG
+750000

Functions Gather grains and vegetables.
Reqrmnts. A citizen with "Emerald Fingers" skill. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	6 new materials produced, 1 extra personnel slot.	None	150000	500000
Lv. 3	2 new materials produced, 1 extra personnel slot.	None	350000	670000

Dekkah, Munokhoi, Kitty, Lady Trudy

Sleepy Ranch

240 KG
+12000

Functions Gather meat, dairy products, and eggs.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	2100	21000
Lv. 3	3 new materials produced, 1 extra personnel slot.	Kingdom Lv. 2	7000	60000

Chingis, Dekkah, Muriel, Rosamund, Rumpel

Chirpy Ranch

3700 KG
+77000

Functions Gather meat, dairy products, and eggs.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	10500	81000
Lv. 3	3 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	40000	250000

Chingis, Dekkah, Muriel, Rosamund, Rumpel

Lively Ranch

3700 KG
+77000

Functions Gather meat, dairy products, and eggs.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	10500	81000
Lv. 3	3 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	40000	250000

Chingis, Dekkah, Muriel, Rosamund, Rumpel

Raucous Ranch

70000 KG
+750000

Functions Gather meat, dairy products, and eggs.
Reqrmnts. A citizen with "Love of Llapacas" skill. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	7 new materials produced, 1 extra personnel slot.	None	150000	500000
Lv. 3	2 new materials produced, 1 extra personnel slot.	None	350000	670000

Chingis, Dekkah, Muriel, Rosamund, Rumpel

Minor Market Garden

1200 KG
+34000

Functions Gather fruits and flowers.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	8500	69000
Lv. 3	3 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	30000	200000

Dekkah, Halimede, Hipponoe, Lady Trudy, Rosamund, Yu Kan

Medium Market Garden

2900 KG
+64000

Functions Gather fruits and flowers.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	9800	77000
Lv. 3	3 new materials produced, 1 extra personnel slot.	Kingdom Lv. 3	36000	230000

Dekkah, Halimede, Hipponoe, Lady Trudy, Rosamund, Yu Kan

Major Market Garden

58000 KG
+650000

Functions Gather fruits and flowers.
Reqrmnts. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	4 new materials produced, 1 extra personnel slot.	None	80000	400000
Lv. 3	3 new materials produced, 1 extra personnel slot.	None	120000	470000

Dekkah, Halimede, Hipponoe, Lady Trudy, Rosamund, Yu Kan

Massive Market Garden

70000 KG
+750000

Functions Gather fruits and flowers.
Reqrmnts. A citizen with "Fertile Mind" skill. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	7 new materials produced, 1 extra personnel slot.	None	150000	500000
Lv. 3	2 new materials produced, 1 extra personnel slot.	None	350000	670000

Dekkah, Halimede, Hipponoe, Lady Trudy, Rosamund, Yu Kan

Research facilities

Although production facilities also undertake research, the following facilities are entirely dedicated to this field. The usual research process also applies to these: acquire funds to foot the bills of your desired research, and then wait for its benefits to be applied upon completion.

Evermore Barracks

250 KG
+12500

Functions Research methods to help in skirmishes.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	2200	22000
Lv. 3	2 new research topics, 1 extra personnel slot.	None	5000	45000
Lv. 4	1 new research topic, 1 extra personnel slot.	Kingdom Lv. 2	11000	85000

Bai Gon, Gao Jia, Grimm, Kimmy, Phorkys, Sin-Gul, Tyran

Evermore Elite Barracks

73000 KG
+770000

Functions Research methods to help in skirmishes.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	120000	470000
Lv. 3	2 new research topics, 1 extra personnel slot.	None	180000	530000
Lv. 4	1 new research topic, 1 extra personnel slot.	None	300000	630000

Bai Gon, Gao Jia, Grimm, Kimmy, Phorkys, Sin-Gul, Tyran

Basic Training Ground

4500 KG
+89000

Functions Research ways to earn more experience.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	12500	93000
Lv. 3	1 new research topic, 1 extra personnel slot.	None	25000	170000
Lv. 4	1 new research topic, 1 extra personnel slot.	None	60000	340000

Drew, Jared, Long Mein, Oz, Sin-Gul, Ya Pi

Officer's Training Ground

73000 KG
+770000

Functions Research ways to earn more experience.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	120000	470000
Lv. 3	1 new research topic, 1 extra personnel slot.	None	180000	530000
Lv. 4	1 new research topic, 1 extra personnel slot.	None	300000	630000

Drew, Jared, Long Mein, Oz, Sin-Gul, Ya Pi

Institute of Innovation

4500 KG
+89000

Functions Research how to run your kingdom better.
Reqrmnts. Evermore has Aranella Square. Kingdom Lv. 2.

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	12500	93000
Lv. 3	1 new research topic, 1 extra personnel slot.	None	25000	170000
Lv. 4	2 new research topics, 1 extra personnel slot.	None	60000	340000

Andrew, Brooke, Chi Pi, Francine, Henny, Roden, Sin-Gul, Trey

Institute of Higher Innovation

73000 KG
+770000

Functions Research how to run your kingdom better.
Reqrmnts. Evermore has Aranella Square. Kingdom Lv. 3.

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	120000	470000
Lv. 3	1 new research topic, 1 extra personnel slot.	None	180000	530000
Lv. 4	2 new research topics, 1 extra personnel slot.	None	300000	630000

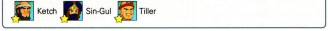
Andrew, Brooke, Chi Pi, Francine, Henny, Roden, Sin-Gul, Trey

Ship-Shape Shipyard

3800 KG
+79000

Functions Research ways to build better boats.
Reqrmnts. Ship owned. Kingdom Lv. 2.

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	11000	85000
Lv. 3	1 new research topic, 1 extra personnel slot.	Kingdom Lv. 3	95000	450000
Lv. 4	1 new research topic, 1 extra personnel slot.	Kingdom Lv. 3	200000	550000



Explorer's Guild

250 KG
+12500

Functions Research item gathering and expand your stores.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	2200	22000
Lv. 3	1 new research topic, 1 extra personnel slot.	None	5000	45000
Lv. 4	1 new research topic, 1 extra personnel slot.	Kingdom Lv. 2	11000	85000



Expert Explorer's Guild

73000 KG
+770000

Functions Research item gathering and expand your stores.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	120000	470000
Lv. 3	2 new research topics, 1 extra personnel slot.	None	180000	530000
Lv. 4	1 new research topic, 1 extra personnel slot.	None	300000	630000

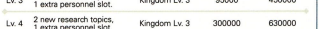


Kingmaker's Cathedral

4500 KG
+89000

Functions Improve Lofty's ability to help in battle.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	Evermore has Evermoria Gardens.	12500	93000
Lv. 3	1 new research topic, 1 extra personnel slot.	Kingdom Lv. 3	95000	450000
Lv. 4	2 new research topics, 1 extra personnel slot.	Kingdom Lv. 3	300000	630000

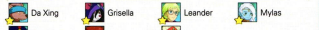


Hubble-Bubblery

250 KG
+12500

Functions Get better battle rewards. Research medicines.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	2200	22000
Lv. 3	1 new research topic, 1 extra personnel slot.	None	5000	45000
Lv. 4	2 new research topics, 1 extra personnel slot.	Kingdom Lv. 2	11000	85000

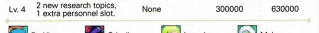


Hyper Hubble-Bubblery

73000 KG
+770000

Functions Get better battle rewards. Research medicines.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 new research topic, 1 extra personnel slot.	None	120000	470000
Lv. 3	1 new research topic, 1 extra personnel slot.	None	180000	530000
Lv. 4	2 new research topics, 1 extra personnel slot.	None	300000	630000



Dimensional Lab

4500 KG
+89000

Functions Research that helps with Dreamer's Mazes.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	2 new research topics, 1 extra personnel slot.	None	12500	93000
Lv. 3	2 new research topics, 1 extra personnel slot.	None	25000	170000
Lv. 4	1 new research topic, 1 extra personnel slot.	None	60000	340000



Multi-Dimensional Lab

73000 KG
+770000

Functions Research that helps with Dreamer's Mazes.
Reqrmnts. Kingdom Lv. 3

	Services Gained	Requirements	Cost	Influence
Lv. 2	2 new research topics, 1 extra personnel slot.	None	120000	470000
Lv. 3	2 new research topics, 1 extra personnel slot.	None	180000	530000
Lv. 4	1 new research topic, 1 extra personnel slot.	None	300000	630000



Kingdom Vendors

These vendors are reminiscent of those you find in other metropolitan areas, albeit with a twist. Much like every other structure within your kingdom, in order to fully capitalize on their services you'll need to gradually improve them over time. Certain research topics expand their overall product line-up—which culminates in a much larger repertoire than the average shop. Finding items such as cookbooks can improve their inventories even further.

Everyday General Store

200 KG
+10000

Functions Buy medicine and materials.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	Increased discount, better product line-up.	Kingdom Lv. 2	4000	37000
Lv. 3	Increased discount, better product line-up.	Kingdom Lv. 2	36000	230000
Lv. 4	Increased discount, better product line-up.	Kingdom Lv. 3	175000	530000

Gerel

Tasty's Cookshop

200 KG
+10000

Functions Cook and buy food.
Reqrmnts. None

	Services Gained	Requirements	Cost	Influence
Lv. 2	Big boost in influence.	Kingdom Lv. 2	10000	120000
Lv. 3	Big boost in influence.	Kingdom Lv. 3	37000	350000

Floyd

Miscellaneous Facilities

The value of these remaining facilities lies in helping to increase Evermore's stature as a kingdom. They bring huge Influence bonuses once erected, leading to a huge impact on your accummulation of Kingsguilders. These facilities are fairly expensive, however, so cautious planning is advised.

Symphonium

8000 KG
+220000

Functions Listen to music.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	Big boost in influence.	None	33000	320000
Lv. 3	Big boost in influence.	Kingdom Lv. 3	150000	750000

Nereus

Aranella Square

25000 KG
+550000

Functions Building and improving this greatly increases influence.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	Big boost in influence.	None	120000	700000
Lv. 3	Big boost in influence.	Kingdom Lv. 3	300000	1000000

Dispellery

11000 KG
+195000

Functions Uncurse equipment.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	Ability to remove curses from even rarer equipment.	Kingdom Lv. 3	95000	443000
Lv. 3	Ability to remove curses from even rarer equipment.	Kingdom Lv. 3	350000	680000

Li Li

Goodfellows Inn

20000 KG
+450000

Functions Building and improving this greatly increases influence.
Reqrmnts. Evermore has Aranella Square. Kingdom Lv. 2.

	Services Gained	Requirements	Cost	Influence
Lv. 2	Big boost in influence.	None	55000	500000
Lv. 3	Big boost in influence.	Kingdom Lv. 3	215000	900000

Sage's Salon

23500 KG
+350000

Functions Earn extra experience for anyone assigned here.
Reqrmnts. Kingdom Lv. 2

	Services Gained	Requirements	Cost	Influence
Lv. 2	1 extra personnel slot.	None	68500	360000
Lv. 3	1 extra personnel slot.	Kingdom Lv. 3	130000	480000
Lv. 4	1 extra personnel slot.	Kingdom Lv. 3	250000	600000

Evermoria Gardens

52000 KG
+900000

Functions Building and improving this greatly increases influence.
Reqrmnts. Evermore has Kingmaker's Cathedral.
A citizen with "Inner Peace" skill. Kingdom Lv. 2.

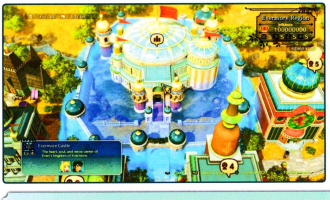
	Services Gained	Requirements	Cost	Influence
Lv. 2	Big boost in influence.	None	200000	850000
Lv. 3	Big boost in influence.	Kingdom Lv. 3	465000	1200000

Facility Facts & Figures

To begin with, your kingdom only covers a small patch of land housing a handful of structures, but over time it can balloon into a substantial domain where dozens of establishments begin to thrive. On the following pages we'll provide a defined overview of each and every facility.

Evermore Castle

Evermore Castle is the kingdom's base of operations, where you'll be able to get an overview of the state of development. Summaries of the kingdom's wealth, Influence and number of facilities constructed let you quickly see which aspects of the kingdom need building up, so that you can expand the territory and gain access to new development possibilities.



Evermore Castle

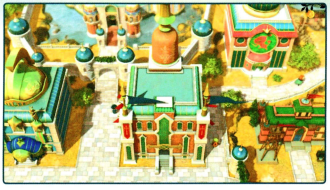
Functions The heart, soul, and nerve center of Evan's Kingdom of Evermore.
Reqrmnts. Accessible from Chapter 4.

Coffers	Services Gained	Requirements	Cost	Influence
Lv. 2	Hold up to 15k KG	200k Influence, Kingdom Level 2	3000	—
Lv. 3	Hold up to 30k KG	700k Influence, Kingdom Level 2	10000	—
Lv. 4	Hold up to 80k KG	1.5mil Influence, Kingdom Level 2	20000	—
Lv. 5	Hold up to 150k KG	4mil Influence, Kingdom Level 3	50000	—
Lv. 6	Hold up to 300k KG	8mil Influence, Kingdom Level 3	100000	—
Lv. 7	Hold up to 800k KG	15mil Influence, Kingdom Level 3	200000	—
Lv. 8	Hold up to 1.5mil KG	30mil Influence, Kingdom Level 4	500000	—
Lv. 9	Hold up to 3mil KG	50mil Influence, Kingdom Level 4	1000000	—
Lv. 10	Hold up to 5mil KG	75mil Influence, Kingdom Level 4	2000000	—

Kingdom	Services Gained	Requirements	Cost	Influence
Lv. 2	Territory expands, 27 new facilities	25 citizens recruited, 10 facilities built	5000	150000
Lv. 3	Territory expands, 21 new facilities	50 citizens recruited, 35 facilities built	100000	2000000
Lv. 4	New developments will become available	100 citizens recruited, 64 facilities built	3000000	10000000

Evan Roland





Evermore Weapon Workshop

As the name implies, here you're able to acquire better armaments for Evan and company; spears, hammers, axes, swords, or a diverse array of ranged weaponry and sorcerer's staffs are all craftable here. This facility can also enhance equipment you've discovered throughout your travels, and if you complete the right research topics, it can even unlock hidden skills.

Evermore Weapon Workshop – Research Topics

Research Name	Feature	IQ Req.	KG Cost	Infl. Gained	Facility	Additional Requirments
Level 1 Melee Weapon Development	Step 1 on the path to melee mastery. Learn to make a range of basic weapons.	100	150	4000	Lv. 1	—
Level 2 Melee Weapon Development	Step 2 on the path to melee mastery. Learn to make a range of basic weapons.	170	1350	20000	Lv. 1	—
Level 3 Melee Weapon Development	Step 3 on the path to melee mastery. Learn to make more effective weapons.	200	3500	40000	Lv. 2	Staff member knows "Spiffing Smithing."
Level 4 Melee Weapon Development	Step 4 on the path to melee mastery. Learn to make yet more effective weapons.	235	10000	80000	Lv. 3	—
Level 5 Melee Weapon Development	Step 5 on the path to melee mastery. Learn to make advanced weaponry.	300	30000	170000	Lv. 4	—
Level 6 Melee Weapon Development	Step 6 on the path to melee mastery. Make yet more advanced weaponry.	400	70000	240000	Lv. 4	Staff member knows "Brute Strength."
Level 7 Melee Weapon Development	Step 7 on the path to melee mastery. Learn to make outstanding weapons.	490	150000	300000	—	Two staff members know "Spiffing Smithing." Completed Game Save.
Level 8 Melee Weapon Development	Step 8 on the path to melee mastery. Learn to make incredible weapons.	540	200000	330000	—	Staff member knows "Singularity." Completed Game Save.
Level 9 Melee Weapon Development	Step 9 on the path to melee mastery. Learn to make mind-blowing weapons.	610	300000	385000	—	Staff member is Master of "Smith's Instinct." Staff member is Master of "Artisan's Arm." Achieve Kingdom Level 4.
Level 10 Melee Weapon Development	Step 10 on the path to melee mastery. Learn to make the ultimate weapons.	610	300000	385000	—	Two staff members are masters of "Spiffing Smithing." Staff member is master of "Brute Strength." Achieve Kingdom Level 4.
Lv. 1 Ranged Weapon Development	Step 1 on the path to missile mastery. Learn to make a range of basic weapons.	100	150	5500	Lv. 1	—
Lv. 2 Ranged Weapon Development	Step 2 on the path to missile mastery. Learn to make a range of basic weapons.	150	1350	20000	Lv. 1	—
Lv. 3 Ranged Weapon Development	Step 3 on the path to missile mastery. Learn to make more effective weapons.	200	3500	40000	Lv. 2	—
Lv. 4 Ranged Weapon Development	Step 4 on the path to missile mastery. Learn to make yet more effective weapons.	235	10000	80000	Lv. 3	Staff member knows "Artisan's Arm."
Lv. 5 Ranged Weapon Development	Step 5 on the path to missile mastery. Learn to make advanced weaponry.	300	30000	170000	Lv. 4	—
Lv. 6 Ranged Weapon Development	Step 6 on the path to missile mastery. Make yet more advanced weaponry.	400	70000	240000	Lv. 4	Staff member is Master of "True Brilliance."
Lv. 7 Ranged Weapon Development	Step 7 on the path to missile mastery. Learn to make outstanding weapons.	490	150000	300000	—	Two staff members know "Artisan's Arm." Completed Game Save.
Lv. 8 Ranged Weapon Development	Step 8 on the path to missile mastery. Learn to make incredible weapons.	540	200000	330000	—	Staff member is Master of "Feel for Steel." Completed Game Save.
Lv. 9 Ranged Weapon Development	Step 9 on the path to missile mastery. Learn to make mind-blowing weapons.	610	300000	385000	—	Staff member is Master of "Artisan's Arm." Staff member is Master of "Spiffing Smithing." Achieve Kingdom Level 4.
Lv. 10 Ranged Weapon Development	Step 10 on the path to missile mastery. Learn to make the ultimate weapons.	610	300000	385000	—	Two staff members are Masters of "Artisan's Arm." Staff member is Master of "True Brilliance." Achieve Kingdom Level 4.
Efficient Weapon Development I	Improves forging efficiency, bringing weapon dev. costs down by 20%	120	500	10000	Lv. 1	—
Efficient Weapon Development II	Maximizes forging efficiency, bringing weapon dev. costs down by 30%	220	6750	60000	Lv. 2	Staff member is Master of "Spiffing Smithing."
Quality Weapon Development I	Improves forging technique, boosting initial quality of weapons made by 1.	200	3500	40000	Lv. 1	—
Quality Weapon Development II	Hones forging technique, boosting initial quality of weapons made by 1.	270	22000	130000	Lv. 3	"Quality Weapon Development I" completed. Staff member knows "Artisan's Arm."
Quality Weapon Development III	Perfects forging technique, boosting initial quality of weapons made by 1.	460	95000	260000	Lv. 4	"Quality Weapon Development II" completed. Staff member knows "Feel for Steel"
Skill Unlocking Secrets: Weapons	A secret crafting technique that enables the awakening of extra weapon skills.	200	3500	40000	Lv. 2	—
Full Potential and Further: Weapons	Allows advanced weapon improvement, enabling 10 improvements instead of 5.	270	22000	130000	Lv. 3	—

Melee

No Research Requirement

Broadsword ★★★★★ — 200 G

Iron Nugget x2 ★★★★★
Lightweight Lumber x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Dangerous
Makes critical hits slightly more likely.

Iron Ax ★★★★★ — 200 G

Iron Nugget x2 ★★★★★
Base Bone x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Dangerous
Makes critical hits slightly more likely.

Pig-Iron Pike ★★★★★ — 100 G

Iron Nugget x2 ★★★★★
Clear Crystal x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Dangerous
Makes critical hits slightly more likely.

Ratchopper ★★★★★ — 200 G

Iron Nugget x2 ★★★★★
Crude Sap x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Queasy
Slight chance of poisoning enemies.

Ratslicer ★★★★★ — 100 G

Iron Nugget x2 ★★★★★
Crude Sap x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Queasy
Slight chance of poisoning enemies.

Ratspit ★★★★★ — 200 G

Iron Nugget x2 ★★★★★
Crude Sap x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Queasy
Slight chance of poisoning enemies.

Lv. 1 Melee Weapon Development

Shamshir ★★★★★ — 300 G

Iron Nugget x3 ★★★★★
Base Bone x1 ★★★★★
Crude Sap x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Dozy
Slight chance of putting foes to sleep.

Bighorn Spear ★★★★★ — 700 G

Copper Nugget x2 ★★★★★
Earthy Sap x2 ★★★★★
Fledgling Feather x1 ★★★★★
Catalyst Silver Nugget ★★★★★
Skill Effect **Prefix** Puzzling
Slight chance of confusing enemies.

Longsword ★★★★★ — 700 G

Copper Nugget x2 ★★★★★
Iron Nugget x2 ★★★★★
Clear Crystal x2 ★★★★★
Catalyst Silver Nugget ★★★★★
Skill Effect **Prefix** Dangerous
Makes critical hits slightly more likely.

Monstrous Mallet ★★★★★ — 400 G

Iron Nugget x3 ★★★★★
Lightweight Lumber x1 ★★★★★
Base Bone x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Dozy
Slight chance of putting foes to sleep.

Ratcleaver ★★★★★ — 500 G

Iron Nugget x3 ★★★★★
Crude Sap x1 ★★★★★
Ebb Tide Shell x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Dangerous
Makes critical hits slightly more likely.

Ratskewer ★★★★★ — 400 G

Iron Nugget x3 ★★★★★
Crude Sap x1 ★★★★★
Fledgling Feather x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Dangerous
Makes critical hits slightly more likely.

Ratslasher ★★★★★ — 400 G

Iron Nugget x3 ★★★★★
Crude Sap x1 ★★★★★
Fresh Wonderwater x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Dangerous
Makes critical hits slightly more likely.

Tower Toppler ★★★★★ — 800 G

Copper Nugget x2 ★★★★★
Flat Bone x2 ★★★★★
Clear Crystal x1 ★★★★★
Catalyst Silver Nugget ★★★★★
Skill Effect **Prefix** Dangerous
Makes critical hits slightly more likely.

Upstanding Spear ★★★★★ — 300 G

Iron Nugget x3 ★★★★★
Clear Crystal x1 ★★★★★
Fresh Wonderwater x1 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Dozy
Slight chance of putting foes to sleep.

Lv. 2 Melee Weapon Development

Cuttyfl◎che ★★★★★ — 800 G

Copper Nugget x2 ★★★★★
Cuttyfish x3 ★★★★★
Holy Wonderwater x1 ★★★★★
Catalyst Silver Nugget ★★★★★
Skill Effects **Prefix** Punishing
Slightly boosts critical hit damage.
Decent chance of freezing enemies.

Flashflood Ax ★★★★★ — 1400 G

Silver Nugget x2 ★★★★★
Babbling Wonderwater x2 ★★★★★
Blue Prisms x1 ★★★★★
Catalyst Waveskipper Shell ★★★★★
Skill Effects **Prefix** Damp
Slightly increases water damage.
Imbues weapon with water.

Greatsword ★★★★★ — 1100 G

Silver Nugget x2 ★★★★★
Copper Nugget x3 ★★★★★
Holy Wonderwater x2 ★★★★★
Catalyst Steely Nugget ★★★★★
Skill Effects **Prefix** Dangerous
Makes critical hits slightly more likely.
Increases the amount of HP restored.

Lullaby Lance ★★★★★ — 800 G

Copper Nugget x2 ★★★★★
Crimson Crystal x1 ★★★★★
Ruby Huebloom x1 ★★★★★
Catalyst Silver Nugget ★★★★★
Skill Effects **Prefix** Dreamy
Decent chance of putting foes to sleep.
Slightly boosts critical hit damage.

Mom's Favorite Pan ★★★★★ — 900 G

Copper Nugget x2 ★★★★★
Lumpen Lumber x2 ★★★★★
Clear Prisms x1 ★★★★★
Catalyst Silver Nugget ★★★★★
Skill Effects **Prefix** Confusing
Decent chance of confusing enemies.
Slightly boosts critical hit damage.

Rillrun Rapier ★★★★★ — 1200 G

Silver Nugget x2 ★★★★★
Waveskipper Shell x2 ★★★★★
Blue Prisms x1 ★★★★★
Catalyst Grassy Sap ★★★★★
Skill Effects **Prefix** Damp
Slightly increases water damage.
Imbues weapon with water.

Seaswell Spear ★★★★★ 1200 G



- Silver Nugget x2 ★☆☆☆☆
- Bonsai Coral x3 ★☆☆☆☆
- Blue Prisms x1 ★☆☆☆☆

Catalyst: Waveskipper Shell ★☆☆☆☆

Skill Effects: **Prefix** Damp

Slightly increases water damage.
Imbues weapon with water.

Sore Boar Ax ★★★★★ 1200 G



- Silver Nugget x2 ★☆☆☆☆
- Sturdy Bone x2 ★☆☆☆☆
- Solid Lumber x2 ★☆☆☆☆

Catalyst: Crimson Crystal ★☆☆☆☆

Skill Effects: **Prefix** Deadly

Makes critical hits more likely.
Increases the amount of HP restored.

Spectrum Spear ★★★★★ 1100 G



- Silver Nugget x2 ★☆☆☆☆
- Crimson Crystal x2 ★☆☆☆☆
- Waveskipper Shell x1 ★☆☆☆☆

Catalyst: Babbling Wonderwater ★☆☆☆☆

Skill Effects: **Prefix** Dangerous

Makes critical hits slightly more likely.
Higgledy balls heal MP a little.

Lv. 2 Melee Weapon Development

Burning Blade ★★★★★ 1400 G



- Steely Nugget x2 ★☆☆☆☆
- Babbling Wonderwater x2 ★☆☆☆☆
- Red Prisms x1 ★☆☆☆☆

Catalyst: Milky Crystal ★☆☆☆☆

Skill Effects: **Prefix** Dangerous

Makes critical hits slightly more likely.
Imbues weapon with fire.

Castle Crusher ★★★★★ 2100 G



- Steely Nugget x2 ★☆☆☆☆
- Twisty Bone x2 ★☆☆☆☆
- Crimson Crystal x3 ★☆☆☆☆

Catalyst: Milky Crystal ★☆☆☆☆

Skill Effects: **Prefix** Deadly

Makes critical hits more likely.
Decent chance of confusing enemies.

Mistral Spear ★★★★★ 1300 G



- Steely Nugget x2 ★☆☆☆☆
- Waveskipper Shell x2 ★☆☆☆☆
- Verdant Crystal x2 ★☆☆☆☆

Catalyst: Green Prisms ★☆☆☆☆

Skill Effects: **Prefix** Dangerous

Makes critical hits slightly more likely.
Imbues weapon with wind.

Statesman's Spear ★★★★★ 2000 G



- Steely Nugget x2 ★☆☆☆☆
- Sturdy Bone x3 ★☆☆☆☆
- Polyparrot Feather x2 ★☆☆☆☆

Catalyst: Milky Crystal ★☆☆☆☆

Skill Effects: **Prefix** Dangerous

Makes critical hits slightly more likely.
Higgledy balls heal HP a little.

Sword of Pride ★★★★★ 2100 G



- Steely Nugget x2 ★☆☆☆☆
- Milky Crystal x2 ★☆☆☆☆
- Silver Nugget x3 ★☆☆☆☆

Catalyst: Oasis Wonderwater ★☆☆☆☆

Skill Effects: **Prefix** Deadly

Makes critical hits more likely.
Makes critical hits slightly more likely.

Tomte Whomper ★★★★★ 1500 G



- Steely Nugget x2 ★☆☆☆☆
- Sour Sap x2 ★☆☆☆☆
- Oasis Wonderwater x1 ★☆☆☆☆

Catalyst: Silver Nugget ★☆☆☆☆

Skill Effects: **Prefix** Chilly

Decent chance of freezing enemies.
Makes critical hits slightly more likely.

Lv. 4 Melee Weapon Development

Batterhorn Spear ★★★★★ 2100 G



- Gold Nugget x2 ★☆☆☆☆
- Grassy Sap x3 ★☆☆☆☆
- Polyparrot Feather x2 ★☆☆☆☆

Catalyst: Dark Crystal ★☆☆☆☆

Skill Effects: **Prefix** Deadly

Makes critical hits more likely.
Reduces MP used for special moves.

Crimson Halberd ★★★★★ 2300 G



- Gold Nugget x2 ★☆☆☆☆
- Steely Nugget x3 ★☆☆☆☆
- Pincushion Coral x3 ★☆☆☆☆

Catalyst: Dark Crystal ★☆☆☆☆

Skill Effects: **Prefix** Dangerous

Makes critical hits slightly more likely.
Greatly increases fire damage.

Primal Spear ★★★★★ 2200 G



- Gold Nugget x2 ★☆☆☆☆
- Coarse-Grained Lumber x2 ★☆☆☆☆
- Spiky Bone x2 ★☆☆☆☆

Catalyst: Twisty Bone ★☆☆☆☆

Skill Effects: **Prefix** Deadly

Makes critical hits more likely.
Huge damage boost at maximum MP.

Roar Hammer ★★★★★ 2300 G



- Gold Nugget x2 ★☆☆☆☆
- Spiky Bone x3 ★☆☆☆☆
- Sour Sap x3 ★☆☆☆☆

Catalyst: Dark Crystal ★☆☆☆☆

Skill Effects: **Prefix** Deadly

Makes critical hits more likely.
Huge damage boost at maximum MP.

Savage Sword ★★★★★ 2200 G



- Gold Nugget x2 ★☆☆☆☆
- Spiky Bone x3 ★☆☆☆☆
- Fine-Grained Lumber x2 ★☆☆☆☆

Catalyst: Twisty Bone ★☆☆☆☆

Skill Effects: **Prefix** Deadly

Makes critical hits more likely.
Huge damage boost at maximum MP.

Yeti's Tooth ★★★★★ 2100 G



- Gold Nugget x2 ★☆☆☆☆
- Steely Nugget x1 ★☆☆☆☆
- Scented Sap x2 ★☆☆☆☆

Catalyst: Dark Crystal ★☆☆☆☆

Skill Effects: **Prefix** Punishing

Slightly boosts critical hit damage.
Reduces MP used for special moves.

Lv. 5 Melee Weapon Development

Ax of Champions ★★★★★ 3500 G



- Tranquilium Nugget x2 ★☆☆☆☆
- Dark Crystal x3 ★☆☆☆☆
- Arrowhawk Feather x2 ★☆☆☆☆
- Jade Coral x3 ★☆☆☆☆

Catalyst: Scentless Sap ★☆☆☆☆

Skill Effects: **Prefix** Deadly

Makes critical hits more likely.
Reduces MP used when casting spells.

Cataclysm Ax ★★★★★ 3800 G



- Tranquilium Nugget x2 ★☆☆☆☆
- Grumpy Lumber x2 ★☆☆☆☆
- Maelstrom Shell x3 ★☆☆☆☆
- Inky Sap x1 ★☆☆☆☆

Catalyst: Somnium Nugget ★☆☆☆☆

Skill Effects: **Prefix** Dark

Imbued with elemental darkness.
Makes critical hits slightly more likely.

Dragon Lance ★★★★★ 3400 G



- Tranquilium Nugget x2 ★☆☆☆☆
- Delicate Wing Bones x1 ★☆☆☆☆
- Amber Coral x2 ★☆☆☆☆
- Knobbly Leather x3 ★☆☆☆☆

Catalyst: Simmering Wonderwater ★☆☆☆☆

Skill Effects: **Prefix** Deadly

Makes critical hits more likely.
Imbues weapon with fire.

Hailstorm Harpoon ★★★☆☆ 3500 G



- Tranquilium Nugget x2
- Glacier Crystal Cluster x1
- Shivering Wonderwater x3
- Ice Prism x1

Catalyst Jade Coral
Skill Effects **Prefix** Chilly
Decent chance of freezing enemies.
Makes critical hits slightly more likely.

Redeemer's Sword ★★★☆☆ 3400 G



- Tranquilium Nugget x2
- Gold Nugget x3
- Hellish Wonderwater x1
- Sunset Prism x1

Catalyst Forest Crystal Cluster
Skill Effects **Prefix** Punishing
Slightly boosts critical hit damage.
Increases MP use and spell damage.

Sword of Sighs ★★★☆☆ 3600 G



- Somnium Nugget x3
- Sweet Sap x2
- Jade Coral x3
- Dark Crystal x4

Catalyst Hellish Wonderwater
Skill Effects **Prefix** Deadly
Makes critical hits more likely.
Imbued with elemental darkness.

Lv. 6 Melee Weapon Development

Belladonna Belter ★★★★☆ 5500 G



- Somnium Nugget x3
- Sweet Sap x3
- Hosepipe Coral x3
- Enigma Prism x1

Catalyst Glacier Crystal Cluster
Skill Effects **Prefix** None
Huge damage boost when ailment in effect.
More likely to inflict status ailments.

Fish Fork ★★★☆☆ 3700 G



- Tranquilium Nugget x2
- Glacier Crystal Cluster x2
- Hosepipe Coral x2
- Whirlpool Shell x3

Catalyst Heavenly Wonderwater
Skill Effects **Prefix** Deadly
Makes critical hits more likely.
Greatly increases water damage.

Foxglove Glaive ★★★★☆ 5400 G



- Somnium Nugget x3
- Delicate Wing Bones x2
- Sweet Sap x3
- Dream Prism x1

Catalyst Nocturnium Nugget
Skill Effects **Prefix** None
Huge damage boost when ailment in effect.
More likely to inflict status ailments.

Giant's Tooth ★★★★☆ 5200 G



- Nocturnium Nugget x2
- Somnium Nugget x3
- Scentless Sap x3
- Simmering Wonderwater x2

Catalyst Inferno Crystal Cluster
Skill Effects **Prefix** Dangerous
Makes critical hits slightly more likely.
Reduces MP used for special moves.

Radiant Blade ★★★☆☆ 3700 G



- Nocturnium Nugget x2
- Forest Crystal Cluster x2
- Heavenly Wonderwater x2
- Dream Prism x1

Catalyst Somnium Nugget
Skill Effects **Prefix** Deadly
Makes critical hits more likely.
Imbues weapon with light.

Strelitzia Spear ★★★★☆ 5200 G



- Somnium Nugget x3
- Inferno Crystal Cluster x3
- Hosepipe Coral x3
- Sweet Sap x3

Catalyst Dream Prism
Skill Effects **Prefix** None
Huge damage boost when ailment in effect.
More likely to inflict status ailments.

Tundra Thumper ★★★★☆ 5300 G



- Somnium Nugget x3
- Scentless Sap x3
- Hosepipe Coral x2
- Shivering Wonderwater x3

Catalyst Tranquilium Nugget
Skill Effects **Prefix** Deadly
Makes critical hits more likely.
High chance of freezing enemies.

Lv. 7 Melee Weapon Development

Bloody Brand ★★★★☆ 5900 G



- Nocturnium Nugget x3
- Giant Ribcage x4
- Littlehorn Shell x3
- Bolt Eagle Feather x3

Catalyst Bighorn Shell
Skill Effects **Prefix** Intense
Increases MP use and spell damage.
Greatly boosts critical hit damage.

Megaton Maul ★★★★☆ 5600 G



- Somnium Nugget x3
- Grumpy Lumber x3
- Delicate Wing Bones x3
- Amber Coral x4

Catalyst Glacier Crystal Cluster
Skill Effects **Prefix** Punishing
Slightly boosts critical hit damage.
Damage boost when ailment in effect.

Ogre King's Ax ★★★★☆ 5800 G



- Somnium Nugget x3
- Forked Tail Bone x2
- Delicate Wing Bones x3
- Bighorn Shell x2

Catalyst Inferno Crystal Cluster
Skill Effects **Prefix** None
Decent damage boost when HP is low.
Makes critical hits slightly more likely.

Sizzling Sword ★★★★☆ 5700 G



- Somnium Nugget x4
- Inferno Crystal Cluster x3
- Simmering Wonderwater x4
- Sunset Prism x1

Catalyst Nocturnium Nugget
Skill Effects **Prefix** Deadly
Makes critical hits more likely.
Imbues weapon with fire.

Soulshaker ★★★★☆ 5600 G



- Somnium Nugget x4
- Forked Tail Bone x3
- Hellish Wonderwater x4
- Woebegone Cotton x2

Catalyst Inky Sap
Skill Effects **Prefix** Dark
Imbued with elemental darkness.
Makes critical hits slightly more likely.

Wood Sprite Spear ★★★★☆ 5400 G



- Somnium Nugget x4
- Grumpy Lumber x3
- Forest Crystal Cluster x4
- Inky Sap x2

Catalyst Heavenly Wonderwater
Skill Effects **Prefix** Dreamy
Decent chance of putting foes to sleep.
Makes critical hits slightly more likely.

Lv. 8 Melee Weapon Development

Ax of Heroes ★★★★☆ 8100 G



- Nocturnium Nugget x3
- Storm Crystal Cluster x2
- Bolt Eagle Feather x3
- Amber Coral x3

Catalyst Enigma Prism
Skill Effects **Prefix** Deadly
Makes critical hits more likely.
Increases MP use and spell damage.

Lambent Blade ★★★★☆ 8400 G



- Arquum Nugget x2
- Storm Crystal Cluster x1
- Blissful Wonderwater x2
- Dream Prism x1

Catalyst Aromatic Sap
Skill Effects **Prefix** Deadly
Makes critical hits more likely.
Imbues weapon with light.

Snowstorm Spear ★★★★☆ 7900 G



- Nocturnium Nugget x3
- Somnium Nugget x4
- Shivering Wonderwater x5
- Ice Prism x2

Catalyst: Electricoral
Skill Effects: **Prefix** Freezing
High chance of freezing enemies.
Makes critical hits slightly more likely.

Splendiferous Lance ★★★★☆ 7600 G



- Nocturnium Nugget x3
- Tranquilium Nugget x4
- Bolt Eagle Feather x2
- Maelstrom Shell x4

Catalyst: Blissful Wonderwater
Skill Effects: **Prefix** Punishing
Slightly boosts critical hit damage.
Reduces MP used when casting spells.

Sublime Hammer ★★★★☆ 7700 G



- Nocturnium Nugget x3
- Inferno Crystal Cluster x4
- Everwing Feather x2
- Sunset Prism x2

Catalyst: Storm Crystal Cluster
Skill Effects: **Prefix** Bright
Imbues weapon with light.
Makes critical hits slightly more likely.

Sword of State ★★★★☆ 7800 G



- Nocturnium Nugget x3
- Tranquilium Nugget x5
- Storm Crystal Cluster x2
- Forest Crystal Cluster x5

Catalyst: Heavenly Wonderwater
Skill Effects: **Prefix** Dangerous
Makes critical hits slightly more likely.
Increases the amount of HP restored.

Zodiarch's Sword ★★★★☆ 7500 G



- Nocturnium Nugget x3
- Glacier Crystal Cluster x2
- Drainpipe Coral x2
- Enigma Prism x1

Catalyst: Inky Sap
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Reduces MP used when casting spells.

Lv. 9 Melee Weapon Development

Bloodthirsty Brand ★★★★★ 11300 G



- Arquum Nugget x3
- Sturdy Jawbone x3
- Iceflow Shell x1
- Everwing Feather x3

Catalyst: Storm Crystal Cluster
Skill Effects: **Prefix** Intense
Increases MP use and spell damage.
Greatly boosts critical hit damage.

Kaleidospear ★★★★★ 11300 G



- Arquum Nugget x3
- Henge Crystal Cluster x1
- Bighorn Shell x4
- Heavenly Wonderwater x4

Catalyst: Storm Crystal Cluster
Skill Effects: **Prefix** Windy
Imbues weapon with wind.
Makes critical hits slightly more likely.

Ogre Emperor's Ax ★★★★★ 11400 G



- Arquum Nugget x3
- Sturdy Jawbone x3
- Forked Tail Bone x4
- Warmflow Shell x3

Catalyst: Nocturnium Nugget
Skill Effects: **Prefix** None
Huge damage boost when HP is low.
Makes critical hits slightly more likely.

Sovereign Sword ★★★★★ 10900 G



- Arquum Nugget x3
- Nocturnium Nugget x4
- Henge Crystal Cluster x1
- Storm Crystal Cluster x3

Catalyst: Blissful Wonderwater
Skill Effects: **Prefix** Punishing
Slightly boosts critical hit damage.
Increases the amount of HP restored.

Teraton Trasher ★★★★★ 11600 G



- Arquum Nugget x3
- Lovely Lumber x3
- Sturdy Jawbone x3
- Henge Crystal Cluster x1

Catalyst: Storm Crystal Cluster
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Damage boost when ailment in effect.

Wood God Spear ★★★★★ 10700 G



- Arquum Nugget x3
- Lovely Lumber x2
- Inferno Crystal Cluster x4
- Aromatic Sap x2

Catalyst: Blissful Wonderwater
Skill Effects: **Prefix** Knockout
High chance of putting foes to sleep.
Makes critical hits slightly more likely.

Lv. 10 Melee Weapon Development

Carmine Cudgel ★★★★★ 16200 G



- Hefty Skull x3
- Auroral Coral x2
- Inferno Crystal Cluster x5
- Polestar Prism x1

Catalyst: Enlightened Wonderwater
Skill Effects: **Prefix** Fiery
Imbues weapon with fire.
Makes critical hits much more likely.

Chariot ★★★★★ 15600 G



- Suscitanium Nugget x3
- Arquum Nugget x3
- Sturdy Jawbone x3
- Polestar Prism x1

Catalyst: Henge Crystal Cluster
Skill Effects: **Prefix** None
Huge damage boost at maximum MP.
Boosts MP restored by melee attacks.

Indigo Lance ★★★★★ 15900 G



- Suscitanium Nugget x3
- Glacier Crystal Cluster x4
- Auroral Coral x2
- Iceflow Shell x2

Catalyst: Enlightened Wonderwater
Skill Effects: **Prefix** Watery
Imbues weapon with water.
Makes critical hits much more likely.

Strength ★★★★★ 15800 G



- Suscitanium Nugget x3
- Arquum Nugget x4
- Sturdy Jawbone x3
- Iceflow Shell x1

Catalyst: Henge Crystal Cluster
Skill Effects: **Prefix** None
Huge damage boost at maximum MP.
Boosts MP restored by melee attacks.

Temperance ★★★★★ 15900 G



- Suscitanium Nugget x3
- Arquum Nugget x4
- Enlightened Wonderwater x1
- Iceflow Shell x1

Catalyst: Henge Crystal Cluster
Skill Effects: **Prefix** None
Huge damage boost at maximum MP.
Boosts MP restored by melee attacks.

Vermilion Blade ★★★★★ 16300 G



- Suscitanium Nugget x3
- Inferno Crystal Cluster x5
- Auroral Coral x2
- Polestar Prism x1

Catalyst: Enlightened Wonderwater
Skill Effects: **Prefix** Merciless
Greatly boosts critical hit damage.
Makes critical hits much more likely.

Side Quest 065

Beddy-Bye Lance ★★★☆☆ 3200 G



- Tranquilium Nugget x2
- Forest Crystal Cluster x2
- Verdant Crystal x4
- Scented Sap x2

Catalyst: Hellish Wonderwater
Skill Effects: **Prefix** Dreamy
Decent chance of putting foes to sleep.
Greatly boosts critical hit damage.

Side Quest 067

Cuttyfalchion ★★★★★ 3200 G



Tranquilium Nugget x2 ☆☆☆☆☆
Cuttyfish x5 ☆☆☆☆☆
Shivering Wonderwater x1 ☆☆☆☆☆
Ice Prism x1 ☆☆☆☆☆

Catalyst: Hosepipe Coral ☆☆☆☆☆
Skill Effects: **Prefix** Merciless
Greatly boosts critical hit damage.
High chance of freezing enemies.

Side Quest 068

Foolproof Pan ★★★★★ 3400 G



Tranquilium Nugget x2 ☆☆☆☆☆
Jolly Lumber x2 ☆☆☆☆☆
Cloud Crow Feather x3 ☆☆☆☆☆
Red Prisms x2 ☆☆☆☆☆

Catalyst: Simmering Wonderwater ☆☆☆☆☆
Skill Effects: **Prefix** Chaotic
High chance of confusing enemies.
Greatly boosts critical hit damage.

Side Quest 170

Daybreak Blade ★★★★★ 15400 G



Suscitanium Nugget x2 ☆☆☆☆☆
Dumb Lumber x3 ☆☆☆☆☆
Ambrosial Sap x2 ☆☆☆☆☆
Everwing Feather x3 ☆☆☆☆☆

Catalyst: Polestar Prism ☆☆☆☆☆
Skill Effects: **Prefix** None
Makes critical hits much more likely.
Decent damage boost when HP is low.

Dawnlight Lance ★★★★★ 15200 G



Suscitanium Nugget x3 ☆☆☆☆☆
Dumb Lumber x3 ☆☆☆☆☆
Aromatic Sap x3 ☆☆☆☆☆
Neverwing Feather x2 ☆☆☆☆☆

Catalyst: Polestar Prism ☆☆☆☆☆
Skill Effects: **Prefix** None
Makes critical hits much more likely.
Decent damage boost when HP is low.

Gloaming Hammer ★★★★★ 15600 G



Suscitanium Nugget x2 ☆☆☆☆☆
Dumb Lumber x3 ☆☆☆☆☆
Ambrosial Sap x2 ☆☆☆☆☆
Neverwing Feather x2 ☆☆☆☆☆

Catalyst: Polestar Prism ☆☆☆☆☆
Skill Effects: **Prefix** None
Makes critical hits much more likely.
Decent damage boost when HP is low.

Ranged

No Research Requirement

Brawler ★☆☆☆☆ 200 G



Iron Nugget x2 ☆☆☆☆☆
Clear Crystal x1 ☆☆☆☆☆

Catalyst: Copper Nugget ☆☆☆☆☆
Skill Effect: **Prefix** Dangerous
Makes critical hits slightly more likely.

Magic Wand ★★☆☆☆ 100 G



Clear Crystal x2 ☆☆☆☆☆
Fresh Wonderwater x1 ☆☆☆☆☆

Catalyst: Verdant Crystal ☆☆☆☆☆
Skill Effect: **Prefix** Dangerous
Makes critical hits slightly more likely.

Shortbow ★★☆☆☆ 100 G



Lightweight Lumber x2 ☆☆☆☆☆
Fledgling Feather x1 ☆☆☆☆☆

Catalyst: Lumpen Lumber ☆☆☆☆☆
Skill Effect: **Prefix** Dangerous
Makes critical hits slightly more likely.

Siege Bow ★★☆☆☆ 200 G



Iron Nugget x2 ☆☆☆☆☆
Fledgling Feather x1 ☆☆☆☆☆

Catalyst: Copper Nugget ☆☆☆☆☆
Skill Effect: **Prefix** Puzzling
Slight chance of confusing enemies.

Spellcaster's Shell ★☆☆☆☆ 200 G



Ebb Tide Shell x2 ☆☆☆☆☆
Comely Coral x1 ☆☆☆☆☆

Catalyst: High Tide Shell ☆☆☆☆☆
Skill Effect: **Prefix** Puzzling
Slight chance of confusing enemies.

Lv. 1 Ranged Weapon Development

Barrage Bow ★☆☆☆☆ 500 G



Iron Nugget x3 ☆☆☆☆☆
Fledgling Feather x1 ☆☆☆☆☆
Comely Coral x1 ☆☆☆☆☆

Catalyst: Copper Nugget ☆☆☆☆☆
Skill Effect: **Prefix** Dozy
Slight chance of putting foes to sleep.

Blunderbuzzer ★☆☆☆☆ 500 G



Lightweight Lumber x3 ☆☆☆☆☆
Clear Crystal x1 ☆☆☆☆☆
Crude Sap x1 ☆☆☆☆☆

Catalyst: Lumpen Lumber ☆☆☆☆☆
Skill Effect: **Prefix** Dozy
Slight chance of putting foes to sleep.

Conjurer's Conch ★★☆☆☆ 700 G



High Tide Shell x2 ☆☆☆☆☆
Bonsai Coral x2 ☆☆☆☆☆
Ebb Tide Shell x1 ☆☆☆☆☆

Catalyst: Waveskipper Shell ☆☆☆☆☆
Skill Effect: **Prefix** Dangerous
Makes critical hits slightly more likely.

Custom Sidearm ★☆☆☆☆ 600 G



Iron Nugget x3 ☆☆☆☆☆
Clear Prisms x1 ☆☆☆☆☆
Fresh Wonderwater x1 ☆☆☆☆☆

Catalyst: Copper Nugget ☆☆☆☆☆
Skill Effect: **Prefix** Dangerous
Makes critical hits slightly more likely.

Hag's Finger ★☆☆☆☆ 400 G



Lightweight Lumber x3 ☆☆☆☆☆
Fledgling Feather x1 ☆☆☆☆☆
Comely Coral x1 ☆☆☆☆☆

Catalyst: Lumpen Lumber ☆☆☆☆☆
Skill Effects: **Prefix** Puzzling
Slight chance of confusing enemies.
Makes critical hits slightly more likely.

Hybrid Bow ★★☆☆☆ 900 G



Lumpen Lumber x2 ☆☆☆☆☆
High Tide Shell x2 ☆☆☆☆☆
Fledgling Feather x1 ☆☆☆☆☆

Catalyst: Solid Lumber ☆☆☆☆☆
Skill Effect: **Prefix** Dangerous
Makes critical hits slightly more likely.

Plunderblaster ★★☆☆☆ 1000 G



Lumpen Lumber x2 ☆☆☆☆☆
Flat Bone x2 ☆☆☆☆☆
Red Prisms x1 ☆☆☆☆☆

Catalyst: Solid Lumber ☆☆☆☆☆
Skill Effect: **Prefix** Puzzling
Slight chance of confusing enemies.

Ranger's Bow ★☆☆☆☆ 400 G



Base Bone x3 ☆☆☆☆☆
Fledgling Feather x1 ☆☆☆☆☆
Lightweight Lumber x1 ☆☆☆☆☆

Catalyst: Flat Bone ☆☆☆☆☆
Skill Effect: **Prefix** Dangerous
Makes critical hits slightly more likely.

Warlock's Wand ★☆☆☆☆ 300 G



Lightweight Lumber x3 ☆☆☆☆☆
Crude Sap x1 ☆☆☆☆☆
Comely Coral x1 ☆☆☆☆☆

Catalyst: Lumpen Lumber ☆☆☆☆☆
Skill Effect: **Prefix** Dozy
Slight chance of putting foes to sleep.

Lv. 2 Ranged Weapon Development

Ammonite Bow ★★★★★ 1000 G



- Flat Bone x2
- High Tide Shell x2
- Earthy Sap x1

Catalyst: Sturdy Bone
Skill Effects: **Prefix** Wide-Eyed
Boosts resistance to sleep.
Makes critical hits slightly more likely.

Bowsprit Bow ★★★★★ 1700 G



- Solid Lumber x2
- Briar Coral x2
- Blue Prisms x1

Catalyst: Grassy Sap
Skill Effects: **Prefix** Damp
Slightly increases water damage.
Imbues weapon with water.

Cloudburster ★★★★★ 1700 G



- Silver Nugget x2
- Waveskipper Shell x3
- Holy Wonderwater x3

Catalyst: Bonsai Coral
Skill Effects: **Prefix** Punishing
Slightly boosts critical hit damage.
Greatly increases wind damage.

Floodgate Flintlock ★★★★★ 1800 G



- Silver Nugget x2
- Solid Lumber x2
- Blue Prisms x1

Catalyst: Grassy Sap
Skill Effects: **Prefix** Damp
Slightly increases water damage.
Imbues weapon with water.

Soulbeast Bow ★★★★★ 1600 G



- Solid Lumber x2
- Sturdy Bone x2
- Waddleduck Feather x2

Catalyst: Coarse-Grained Lumber
Skill Effects: **Prefix** Dangerous
Makes critical hits slightly more likely.
Slight chance of confusing enemies.

Wand of Wit ★★★★★ 800 G



- Verdant Crystal x2
- Holy Wonderwater x2
- Clear Crystal x2

Catalyst: Crimson Crystal
Skill Effect: **Prefix** Dangerous
Makes critical hits slightly more likely.

Whirlpool Wand ★★★★★ 1500 G



- Briar Coral x2
- Sturdy Bone x2
- Blue Prisms x1

Catalyst: Jade Coral
Skill Effects: **Prefix** Damp
Slightly increases water damage.
Imbues weapon with water.

Lv. 3 Ranged Weapon Development

Composite Bow ★★★★★ 2800 G



- Coarse-Grained Lumber x2
- Waveskater Shell x2
- Polyparrot Feather x3

Catalyst: Fine-Grained Lumber
Skill Effects: **Prefix** Dangerous
Makes critical hits slightly more likely.
Higgledy balls heal HP a little.

Electrixx Bow ★★★★★ 1800 G



- Coarse-Grained Lumber x2
- Sour Sap x2
- Polyparrot Feather x2

Catalyst: Fine-Grained Lumber
Skill Effects: **Prefix** Windy
Imbues weapon with wind.
Makes critical hits slightly more likely.

Hurlcules Handgun ★★★★★ 2000 G



- Steely Nugget x2
- Crimson Crystal x3
- Sour Sap x2

Catalyst: Milky Crystal
Skill Effects: **Prefix** Dangerous
Makes critical hits slightly more likely.
Slightly boosts critical hit damage.

Plunderbuss ★★★★★ 3000 G



- Fine-Grained Lumber x2
- Waveskater Shell x3
- Green Prisms x1

Catalyst: Gold Nugget
Skill Effect: **Prefix** Dangerous
Makes critical hits slightly more likely.

Sunshine Staff ★★★★★ 1700 G



- Briar Coral x3
- Solid Lumber x3
- Red Prisms x1

Catalyst: Jade Coral
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Greatly increases light damage.

Wand of Wisdom ★★★★★ 2600 G



- Milky Crystal x2
- Oasis Wonderwater x3
- Crimson Crystal x3

Catalyst: Dark Crystal
Skill Effects: **Prefix** Dangerous
Makes critical hits slightly more likely.
Higgledy balls heal MP a little.

Lv. 4 Ranged Weapon Development

Giant's Bow ★★★★★ 2900 G



- Fine-Grained Lumber x2
- Gold Nugget x2
- Jade Coral x2

Catalyst: Dark Crystal
Skill Effects: **Prefix** None
Decent damage boost when HP is low.
Makes critical hits slightly more likely.

Hag's Tooth ★★★★★ 2700 G



- Fine-Grained Lumber x2
- Candy-Owl Feather x3
- Clear Prisms x2

Catalyst: Slumbergull Feather
Skill Effects: **Prefix** Confusing
Decent chance of confusing enemies.
Makes critical hits slightly more likely.

Iceberg Blaster ★★★★★ 3100 G



- Gold Nugget x2
- Briar Coral x3
- Oasis Wonderwater x2

Catalyst: Shivering Wonderwater
Skill Effects: **Prefix** Chilly
Decent chance of freezing enemies.
Makes critical hits slightly more likely.

Toothclaw Wand ★★★★★ 2800 G



- Twisty Bone x2
- Fine Fur x2
- Dark Crystal x2

Catalyst: Giant Ribcage
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Decent damage boost when HP is low.

Unbridled Bow ★★★★★ 3000 G



- Twisty Bone x2
- Spiky Bone x2
- Candy-Owl Feather x2

Catalyst: Fearless Fur
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Decent damage boost when HP is low.

Wild Sidearm ★★★★★ 3200 G



- Fine-Grained Lumber x2
- Spiky Bone x3
- Cloud Crow Feather x2

Catalyst: Twisty Bone
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Decent damage boost when HP is low.

Lv. 5 Ranged Weapon Development

Ceremonial Bow ★★★★★ — 4700 G



- Jolly Lumber x2 ★★★★★
- Scented Sap x3 ★★★★★
- Gold Nugget x3 ★★★★★
- Waveshaker Shell x3 ★★★★★

Catalyst: Forest Crystal Cluster ★★★★★
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Slight chance of putting foes to sleep.

Dreadstare Staff ★★★★★ — 4600 G



- Grumpy Lumber x2 ★★★★★
- Delicate Wing Bones x1 ★★★★★
- Maelstrom Shell x2 ★★★★★
- Slumbergull Feather x2 ★★★★★

Catalyst: Littlehorn Shell ★★★★★
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Increases the amount of HP restored.

Gemfire Wand ★★★★★ — 4500 G



- Forest Crystal Cluster x3 ★★★★★
- Jolly Lumber x2 ★★★★★
- Maelstrom Shell x3 ★★★★★
- Ice Prism x1 ★★★★★

Catalyst: Glacier Crystal Cluster ★★★★★
Skill Effects: **Prefix** Spellcrafty
Reduces MP used when casting spells.
Makes critical hits slightly more likely.

Genuine Replica ★★★★★ — 4300 G



- Tranquilium Nugget x2 ★★★★★
- Milky Crystal x4 ★★★★★
- Waveshaker Shell x4 ★★★★★
- Simmering Wonderwater x3 ★★★★★

Catalyst: Scentless Sap ★★★★★
Skill Effects: **Prefix** None
Damage boost when ailment in effect.
Makes critical hits slightly more likely.

Nautilus Bow ★★★★★ — 4600 G



- Giant Ribcage x2 ★★★★★
- Whirlpool Shell x2 ★★★★★
- Scented Sap x3 ★★★★★
- Slumbergull Feather x2 ★★★★★

Catalyst: Hosepipe Coral ★★★★★
Skill Effects: **Prefix** Refreshing
Increases the amount of MP restored.
Makes critical hits slightly more likely.

Soul Crusher ★★★★★ — 5000 G



- Tranquilium Nugget x2 ★★★★★
- Jolly Lumber x2 ★★★★★
- Twisty Bone x3 ★★★★★
- Hellish Wonderwater x1 ★★★★★

Catalyst: Scentless Sap ★★★★★
Skill Effects: **Prefix** Dark
Imbued with elemental darkness.
Makes critical hits slightly more likely.

Lv. 6 Ranged Weapon Development

Autumn Lily Wand ★★★★★ — 6900 G



- Gloomy Lumber x2 ★★★★★
- Sweet Sap x3 ★★★★★
- Bighorn Shell x2 ★★★★★
- Enigma Prism x1 ★★★★★

Catalyst: Somnium Nugget ★★★★★
Skill Effects: **Prefix** Sickening
Decent chance of poisoning enemies.
More likely to inflict status ailments.

Daffodil Bow ★★★★★ — 7200 G



- Forked Tail Bone x2 ★★★★★
- Sweet Sap x3 ★★★★★
- Hosepipe Coral x3 ★★★★★
- Enigma Prism x1 ★★★★★

Catalyst: Somnium Nugget ★★★★★
Skill Effects: **Prefix** Dreamy
Decent chance of putting foes to sleep.
More likely to inflict status ailments.

Flutterby Staff ★★★★★ — 6800 G



- Forest Crystal Cluster x3 ★★★★★
- Sweet Sap x3 ★★★★★
- Heavenly Wonderwater x1 ★★★★★
- Enigma Prism x1 ★★★★★

Catalyst: Inferno Crystal Cluster ★★★★★
Skill Effects: **Prefix** Punishing
Slightly boosts critical hit damage.
Damage boost when ailment in effect.

Frontier Flintlock ★★★★★ — 5200 G



- Somnium Nugget x2 ★★★★★
- Tranquilium Nugget x3 ★★★★★
- Forest Crystal Cluster x3 ★★★★★
- Amber Coral x3 ★★★★★

Catalyst: Littlehorn Shell ★★★★★
Skill Effects: **Prefix** Punishing
Slightly boosts critical hit damage.
Imbues weapon with light.

Godbeast Bow ★★★★★ — 7100 G



- Grumpy Lumber x3 ★★★★★
- Delicate Wing Bones x2 ★★★★★
- Super-Cool Fur x2 ★★★★★
- Arrowhawk Feather x2 ★★★★★

Catalyst: Forked Tail Bone ★★★★★
Skill Effects: **Prefix** Punishing
Slightly boosts critical hit damage.
Decent chance of confusing enemies.

Licorice Boomstick ★★★★★ — 7500 G



- Somnium Nugget x3 ★★★★★
- Sweet Sap x3 ★★★★★
- Forest Crystal Cluster x4 ★★★★★
- Slumbergull Feather x4 ★★★★★

Catalyst: Hosepipe Coral ★★★★★
Skill Effects: **Prefix** Confusing
Decent chance of confusing enemies.
More likely to inflict status ailments.

Lv. 7 Ranged Weapon Development

Angelixx Bow ★★★★★ — 7500 G



- Nocturnium Nugget x2 ★★★★★
- Scentless Sap x4 ★★★★★
- Heavenly Wonderwater x2 ★★★★★
- Dream Prism x1 ★★★★★

Catalyst: Glacier Crystal Cluster ★★★★★
Skill Effects: **Prefix** Bright
Imbues weapon with light.
Makes critical hits slightly more likely.

Blitz-o-Blaster ★★★★★ — 7800 G



- Nocturnium Nugget x2 ★★★★★
- Storm Crystal Cluster x1 ★★★★★
- Bolt Eagle Feather x2 ★★★★★
- Enigma Prism x1 ★★★★★

Catalyst: Heavenly Wonderwater ★★★★★
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Imbues weapon with wind.

Cherub's Scepter ★★★★★ — 7200 G



- Glacier Crystal Cluster x3 ★★★★★
- Sweet Sap x3 ★★★★★
- Arrowhawk Feather x3 ★★★★★
- Heavenly Wonderwater x2 ★★★★★

Catalyst: Nocturnium Nugget ★★★★★
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Imbues weapon with light.

Direarm ★★★★★ — 7700 G



- Inferno Crystal Cluster x3 ★★★★★
- Giant Ribcage x4 ★★★★★
- Drainpipe Coral x2 ★★★★★
- Inky Sap x2 ★★★★★

Catalyst: Nocturnium Nugget ★★★★★
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Increases the amount of HP restored.

Mock Mornstar ★★★★★ — 7100 G



- Inky Sap x2 ★★★★★
- Delicate Wing Bones x3 ★★★★★
- Bighorn Shell x2 ★★★★★
- Dream Prism x1 ★★★★★

Catalyst: Gloomy Lumber ★★★★★
Skill Effects: **Prefix** Swift
Charged attacks build more quickly.
Reduces MP used when casting spells.

Ritual Bow ★★★★★ — 7400 G



- Grumpy Lumber x3 ★★★★★
- Scentless Sap x4 ★★★★★
- Tranquilium Nugget x4 ★★★★★
- Littlehorn Shell x3 ★★★★★

Catalyst: Drainpipe Coral ★★★★★
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Decent chance of putting foes to sleep.

Lv. 8 Ranged Weapon Development

Firedrake ★★★★☆ 11300 G



- Inferno Crystal Cluster x4
- Everwing Feather x2
- Sunset Prism x2
- Heavenly Wonderwater x3

Catalyst: Sturdy Jawbone
Skill Effects: **Prefix** Fiery
Imbues weapon with fire.
Increases damage dealt.

Lodestar Laser ★★★★☆ 10700 G



- Storm Crystal Cluster x2
- Glacier Crystal Cluster x3
- Hellish Wonderwater x2
- Enigma Prism x1

Catalyst: Arquum Nugget
Skill Effects: **Prefix** Confusing
Decent chance of confusing enemies.
Makes critical hits slightly more likely.

Sagestone Staff ★★★★☆ 10200 G



- Inferno Crystal Cluster x3
- Lovely Lumber x1
- Littlehorn Shell x3
- Electricoral x1

Catalyst: Blissful Wonderwater
Skill Effects: **Prefix** Spellcrafty
Reduces MP used when casting spells.
Makes critical hits slightly more likely.

Shadowshot Bow ★★★★☆ 10300 G



- Gloomy Lumber x3
- Inky Sap x3
- Drainpipe Coral x3
- Nightmare Prism x1

Catalyst: Warmflow Shell
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Imbued with elemental darkness.

Sylph's Bow ★★★★☆ 10900 G



- Nocturnium Nugget x3
- Everwing Feather x2
- Hellish Wonderwater x4
- Nightmare Prism x1

Catalyst: Aromatic Sap
Skill Effects: **Prefix** Windy
Imbues weapon with wind.
Makes critical hits slightly more likely.

True Mornstar ★★★★☆ 10300 G



- Aromatic Sap x2
- Storm Crystal Cluster x2
- Blissful Wonderwater x2
- Dream Prism x1

Catalyst: Lovely Lumber
Skill Effects: **Prefix** Shining
Greatly increases light damage.
Reduces MP used when casting spells.

Lv. 9 Ranged Weapon Development

Badland Blaster ★★★★★ 15600 G



- Arquum Nugget x3
- Nocturnium Nugget x4
- Henge Crystal Cluster x1
- Drainpipe Coral x4

Catalyst: Blissful Wonderwater
Skill Effects: **Prefix** Spellcrafty
Reduces MP used when casting spells.
Greatly boosts critical hit damage.

Basilisk Bow ★★★★★ 15000 G



- Lovely Lumber x3
- Sturdy Jawbone x3
- Electricoral x3
- Storm Crystal Cluster x3

Catalyst: Everwing Feather
Skill Effects: **Prefix** Venomous
High chance of poisoning enemies.
More likely to inflict status ailments.

Pyramid Beam ★★★★★ 15800 G



- Arquum Nugget x3
- Henge Crystal Cluster x1
- Warmflow Shell x3
- Blissful Wonderwater x3

Catalyst: Aromatic Sap
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Imbued with elemental darkness.

Sacrificial Bow ★★★★★ 15400 G



- Lovely Lumber x3
- Ambrosial Sap x1
- Arquum Nugget x3
- Electricoral x3

Catalyst: Blissful Wonderwater
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Some MP restored when taking damage.

Savantstone Staff ★★★★★ 15000 G



- Storm Crystal Cluster x3
- Lovely Lumber x3
- Warmflow Shell x3
- Enigma Prism x2

Catalyst: Electricoral
Skill Effects: **Prefix** Spellcrafty
Reduces MP used when casting spells.
Makes critical hits slightly more likely.

Seraph's Staff ★★★★★ 14500 G



- Storm Crystal Cluster x3
- Ambrosial Sap x1
- Bolt Eagle Feather x4
- Blissful Wonderwater x3

Catalyst: Arquum Nugget
Skill Effects: **Prefix** Deadly
Makes critical hits more likely.
Imbues weapon with light.

Lv. 10 Ranged Weapon Development

Argent Bow ★★★★★ 21600 G



- Auroral Coral x3
- Henge Crystal Cluster x2
- Blissful Wonderwater x3
- Polestar Prism x1

Catalyst: Ambrosial Sap
Skill Effects: **Prefix** Bright
Imbues weapon with light.
Makes critical hits much more likely.

Chartreuse Staff ★★★★★ 21100 G



- Auroral Coral x3
- Enlightened Wonderwater x2
- Forest Crystal Cluster x5
- Polestar Prism x1

Catalyst: Ambrosial Sap
Skill Effects: **Prefix** Windy
Imbues weapon with wind.
Makes critical hits much more likely.

Judgment ★★★★★ 21900 G



- Suscitanium Nugget x2
- Henge Crystal Cluster x3
- Blissful Wonderwater x3
- Neverwing Feather x2

Catalyst: Enlightened Wonderwater
Skill Effects: **Prefix** Merciless
Greatly boosts critical hit damage.
Reduces MP used when casting spells.

Moon ★★★★★ 21400 G



- Suscitanium Nugget x3
- Storm Crystal Cluster x3
- Enlightened Wonderwater x2
- Aromatic Sap x3

Catalyst: Henge Crystal Cluster
Skill Effects: **Prefix** Merciless
Greatly boosts critical hit damage.
Reduces MP used when casting spells.

Ultraviolet Ray ★★★★★ 22200 G



- Auroral Coral x3
- Glacier Crystal Cluster x4
- Enlightened Wonderwater x2
- Nightmare Prism x2

Catalyst: Iceflow Shell
Skill Effects: **Prefix** Dark
Imbued with elemental darkness.
Makes critical hits much more likely.

World ★★★★★ 20900 G



- Henge Crystal Cluster x3
- Blissful Wonderwater x3
- Iceflow Shell x2
- Neverwing Feather x2

Catalyst: Auroral Coral
Skill Effects: **Prefix** Merciless
Greatly boosts critical hit damage.
Reduces MP used when casting spells.

Side Quest 170

Noontide Scepter ★★★★★ — 20600 G



- Dumb Lumber x3
- Neverwing Feather x2
- Auroral Coral x2
- Aromatic Sap x3

Catalyst: Polestar Prism

Skill Effects: Makes critical hits much more likely. Reduces MP used for special moves.

Prefix: None

Rising Sun Gun ★★★★★ — 21600 G



- Dumb Lumber x3
- Ambrosial Sap x2
- Electricoral x3
- Iceflow Shell x2

Catalyst: Polestar Prism

Skill Effects: Makes critical hits much more likely. Reduces MP used for special moves.

Prefix: None

Sunburst Bow ★★★★★ — 21100 G



- Dumb Lumber x3
- Ambrosial Sap x2
- Warmflow Shell x3
- Auroral Coral x2

Catalyst: Polestar Prism

Skill Effects: Makes critical hits much more likely. Reduces MP used for special moves.

Prefix: None

Evermore Outfitters

Similar in function to the Weapon Workshop, the Evermore Outfitters can craft and enhance all manner of armor pieces, be they newly-forged or obtained from the outside world. Rings and necklaces (each carrying their own ability-raising properties) can be commissioned as well.

Evermore Outfitters – Research Topics

Research Name	Feature	IQ Req.	KG Cost	Infl. Gained	Facility	Additional Requirements
Level 1 Armor Development	Step 1 on the path to perfect protection. Learn to make a range of basic armor.	100	150	5500	Lv. 1	—
Level 2 Armor Development	Step 2 on the path to perfect protection. Learn to make yet more basic armor.	150	1350	20000	Lv. 1	—
Level 3 Armor Development	Step 3 on the path to perfect protection. Learn to make more effective armor.	200	3500	40000	Lv. 2	Staff member knows "Nimble Fingers."
Level 4 Armor Development	Step 4 on the path to perfect protection. Learn to make yet more effective armor.	235	10000	80000	Lv. 3	—
Level 5 Armor Development	Step 5 on the path to perfect protection. Learn to make advanced armor.	300	30000	170000	Lv. 4	—
Level 6 Armor Development	Step 6 on the path to perfect protection. Make yet more advanced armor.	400	70000	240000	Lv. 4	Staff member knows "Sense of Style."
Level 7 Armor Development	Step 7 on the path to perfect protection. Learn to make outstanding armor.	490	150000	300000	—	Staff member is Master of "Armorer's Instinct." Completed Game Save.
Level 8 Armor Development	Step 8 on the path to perfect protection. Learn to make incredible armor.	540	200000	330000	—	Two staff members know "Nimble Fingers." Completed Game Save.
Level 9 Armor Development	Step 9 on the path to perfect protection. Learn to make the ultimate armor.	610	300000	385000	—	Staff member is Master of "Sense of Style." Staff member is Master of "Hyperdexterity." Achieve Kingdom Level 4.
Level 1 Accessory Development	Step 1 on the path to prime accessories. Learn to make a range of basic bits.	100	150	5500	Lv. 1	—
Level 2 Accessory Development	Step 2 on the path to prime accessories. Learn to make a range of basic bits.	150	1350	20000	Lv. 1	—
Level 3 Accessory Development	Step 3 on the path to prime accessories. Learn to make more effective items.	200	3500	40000	Lv. 2	—
Level 4 Accessory Development	Step 4 on the path to prime accessories. Learn to make yet more effective items.	235	10000	80000	Lv. 3	Staff member knows "True Brilliance."
Level 5 Accessory Development	Step 5 on the path to prime accessories. Learn to make advanced objets d'arts.	300	30000	170000	Lv. 4	—
Level 6 Accessory Development	Step 6 on the path to prime accessories. Learn to make yet more advanced objets.	400	70000	240000	Lv. 4	Two staff members know "Creative Flair."
Level 7 Accessory Development	Step 7 on the path to prime accessories. Learn to make outstanding objets d'arts.	490	150000	300000	—	Staff member is Master of "Creative Flair." Staff member knows "Nimble Fingers." Completed Game Save.
Level 8 Accessory Development	Step 8 on the path to prime accessories. Learn to make incredible objets d'arts.	540	200000	330000	—	Staff member knows "Singularity." Completed Game Save.
Level 9 Accessory Development	Step 9 on the path to prime accessories. Learn to make the ultimate objets d'arts.	610	300000	385000	—	Staff member is Master of "Creative Flair." Staff member is Master of "True Brilliance." Achieve Kingdom Level 4.
Efficient Apparel Development I	Improves efficiency, bringing armor and accessory dev. costs down by 20%.	120	500	10000	Lv. 1	—
Efficient Apparel Development II	Maximizes efficiency, bringing armor and accessory dev. costs down by 30%.	220	6750	60000	Lv. 2	Staff member is Master of "Nimble Fingers."
Quality Apparel Development I	Improves technique, boosting quality of armor and accessories made by 2%.	200	3500	40000	Lv. 1	—
Quality Apparel Development II	Hones technique, boosting quality of armor and accessories made by 2%.	270	22000	130000	Lv. 3	"Quality Apparel Development I" completed. Staff Member Knows "Creative Flair."
Quality Apparel Development III	Perfects technique, boosting quality of armor and accessories made by 2%.	460	95000	260000	Lv. 4	"Quality Apparel Development II" completed. Staff member is Master of "Hyperdexterity."
Skill Unlocking Secrets: Apparel	A secret crafting technique that enables the awakening of extra apparel skills.	200	3500	40000	Lv. 2	—
Full Potential and Further: Apparel	Allows advanced apparel improvement, enabling 10 improvements instead of 5.	270	22000	130000	Lv. 3	—

Armor

No Research Requirement

Basic Wizardwear ★★★★★ 300 G

Plain Cloth x2 ★★★★★
Wild Wool x1 ★★★★★
Catalyst Sackcloth ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.

Boss's Boots ★★★★★ 300 G

Shabby Leather x2 ★★★★★
Shaggy Fur x1 ★★★★★
Snow-White Thread x1 ★★★★★
Catalyst Shoe Leather ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.

Leather Armor ★★★★★ 400 G

Shoe Leather x2 ★★★★★
Coarse Cord x1 ★★★★★
Lambkin Cotton x1 ★★★★★
Catalyst Dark and Scaly Leather ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.

Old Cloak ★★★★★ 200 G

Rough Cloth x2 ★★★★★
Humble Button x1 ★★★★★
Catalyst Stonewashed Cloth ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.

Simple Slippers ★★★★★ 100 G

Shabby Leather x2 ★★★★★
Simple String x1 ★★★★★
Catalyst Shoe Leather ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.

Whirlwind Boots ★★★★★ 200 G

Rough Cloth x2 ★★★★★
Snow-White Thread x1 ★★★★★
Shaggy Fur x1 ★★★★★
Catalyst Stonewashed Cloth ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.

Lv. 1 Armor Development

Iron Armor ★★★★★ 800 G

Iron Nugget x2 ★★★★★
Shabby Leather x3 ★★★★★
Simple String x2 ★★★★★
Catalyst Copper Nugget ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.

Rakish Boots ★★★★★ 600 G

Dark and Scaly Leather x2 ★★★★★
Lemon-Yellow Thread x2 ★★★★★
Clear Crystal x3 ★★★★★
Catalyst Slate-Grey Thread ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.

Spring Mantle ★★★★★ 300 G

Plain Cloth x2 ★★★★★
Wild Wool x1 ★★★★★
Emerald Huebloom x1 ★★★★★
Catalyst Sackcloth ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.

Lv. 2 Armor Development

Bone Mail ★★★★★ 1400 G

Sturdy Bone x2 ★★★★★
Flat Bone x3 ★★★★★
Coarse Cord x3 ★★★★★
Catalyst Verdant Crystal ★★★★★
Skill Effect **Prefix** Stable
Slightly reduces damage taken.
Boosts resistance to poison.

Cascading Robes ★★★★★ 1400 G

Heavy-Duty Cloth x2 ★★★★★
Greenglade Cotton x2 ★★★★★
Sapphire Huebloom x2 ★★★★★
Catalyst Smart String ★★★★★
Skill Effect **Prefix** Damp
Slightly increases water damage.
Boosts water resistance.

Soldier's Cloak ★★★★★ 700 G

Stonewashed Cloth x2 ★★★★★
Shaggy Fur x2 ★★★★★
Lambkin Cotton x3 ★★★★★
Catalyst Comfy Cloth ★★★★★
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Slightly strengthens melee attacks.

Wave Walkers ★★★★★ 1000 G

Dark And Stormy Leather x2 ★★★★★
Coral-Pink Thread x3 ★★★★★
Blue Prisms x1 ★★★★★
Catalyst Milky Crystal ★★★★★
Skill Effects **Prefix** Waterproof
Boosts water resistance.
Strengthens magical attacks.

Lv. 3 Armor Development

Brute's Boots ★★★★★ 1800 G

Knobbly Leather x2 ★★★★★
Fine Fur x2 ★★★★★
Spiky Bone x2 ★★★★★
Catalyst Fearless Fur ★★★★★
Skill Effects **Prefix** None
Loads less damage taken at low HP.
Some MP restored when taking damage.

Enchanted Armor ★★★★★ 1300 G

Milky Crystal x2 ★★★★★
Dark And Stormy Leather x2 ★★★★★
Blue Prisms x1 ★★★★★
Catalyst Steely Nugget ★★★★★
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Hangs on with 1 HP after a big hit.

Liberator's Cloak ★★★★★ 2100 G

Quality Cloth x3 ★★★★★
Snuggly Wool x2 ★★★★★
Bright Button x3 ★★★★★
Catalyst Chic Ribbon ★★★★★
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Boosts wind resistance.

Lv. 4 Armor Development

Chieftain's Cloak ★★★★★ 2200 G

Fearless Fur x3 ★★★★★
Fine Fur x2 ★★★★★
Cloudhaze Cotton x3 ★★★★★
Catalyst Slate-Grey Thread ★★★★★
Skill Effects **Prefix** None
Loads less damage taken at low HP.
Some MP restored when taking damage.

Marauder's Armor ★★★★★ 2300 G

Twisty Bone x2 ★★★★★
Spiky Bone x3 ★★★★★
Bully Button x2 ★★★★★
Catalyst Dark Crystal ★★★★★
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Decent damage boost when HP is low.

Roguish Boots ★★★★★ 3100 G

Gnarly Leather x2 ★★★★★
Sea-Blue Thread x2 ★★★★★
Chic Ribbon x2 ★★★★★
Ice Prism x1 ★★★★★
Catalyst Stylish String ★★★★★
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Hangs on with 1 HP after a big hit.

Lv. 5 Armor Development

Gaudy Galoshes ★★★★☆ — 4800 G



- Wild Leather x2 ☆☆☆☆☆
- Gold Nugget x3 ☆☆☆☆☆
- Citrine Huebloom x3 ☆☆☆☆☆
- Enigma Prism x1 ☆☆☆☆☆

Catalyst Tranquilium Nugget ☆☆☆☆☆
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Higgledy balls heal HP a little.

Radiant Raiment ★★★★☆ — 3500 G



- Footman's Brocade x2 ☆☆☆☆☆
- Fir-Green Thread x1 ☆☆☆☆☆
- Coral Huebloom x3 ☆☆☆☆☆
- Summer Meadow Button x2 ☆☆☆☆☆

Catalyst Ponderwool ☆☆☆☆☆
Skill Effects **Prefix** Multiproof
Slightly boosts all elemental resistances.
Slightly reduces damage taken.

Robes of Wisdom ★★★★☆ — 3500 G



- Seraphic Silk x2 ☆☆☆☆☆
- Fluffy Cloth x3 ☆☆☆☆☆
- Sea-Blue Thread x2 ☆☆☆☆☆
- Ponderwool x2 ☆☆☆☆☆

Catalyst Winter Moon Button ☆☆☆☆☆
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Increases maximum MP by 1.

Lv. 6 Armor Development

Crystal Robes ★★★★☆ — 5500 G



- Seraphic Silk x3 ☆☆☆☆☆
- Frostyfluff Cotton x3 ☆☆☆☆☆
- Amethyst Huebloom x3 ☆☆☆☆☆
- Dream Prism x1 ☆☆☆☆☆

Catalyst Forest Crystal Cluster ☆☆☆☆☆
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Boosts all elemental resistances.

Devil's Trumpets ★★★★☆ — 4800 G



- Super-Cool Fur x2 ☆☆☆☆☆
- Sweet Sap x2 ☆☆☆☆☆
- Lovely Wool x3 ☆☆☆☆☆
- Knight's Brocade x2 ☆☆☆☆☆

Catalyst Amethyst Huebloom ☆☆☆☆☆
Skill Effects **Prefix** Hearty
Boosts resistance to all ailments.
Higgledy balls heal HP a little.

Warlord's Armor ★★★★☆ — 3500 G



- Somnium Nugget x2 ☆☆☆☆☆
- Knight's Brocade x2 ☆☆☆☆☆
- Super-Cool Fur x2 ☆☆☆☆☆
- Delicate Wing Bones x2 ☆☆☆☆☆

Catalyst Inferno Crystal Cluster ☆☆☆☆☆
Skill Effects **Prefix** Vengeful
Some MP restored when taking damage.
Slightly reduces damage taken.

Wolfsbane Mail ★★★★☆ — 5500 G



- Rook's Brocade x2 ☆☆☆☆☆
- Sweet Sap x2 ☆☆☆☆☆
- Witch's Wool x2 ☆☆☆☆☆
- Snazzy String x1 ☆☆☆☆☆

Catalyst Night-White Thread ☆☆☆☆☆
Skill Effects **Prefix** Hearty
Boosts resistance to all ailments.
Higgledy balls heal HP a little.

Lv. 7 Armor Development

Biometric Boots ★★★★☆ — 7100 G



- Nocturnium Nugget x2 ☆☆☆☆☆
- Slate-Grey Thread x2 ☆☆☆☆☆
- Wild Leather x3 ☆☆☆☆☆
- Tranquilium Nugget x4 ☆☆☆☆☆

Catalyst Fir-Green Thread ☆☆☆☆☆
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Boosts resistance to nixing.

Imperial Mail ★★★★☆ — 7800 G



- Nocturnium Nugget x2 ☆☆☆☆☆
- Footman's Brocade x3 ☆☆☆☆☆
- Soldier's Button x1 ☆☆☆☆☆
- Dream Prism x1 ☆☆☆☆☆

Catalyst Glacier Crystal Cluster ☆☆☆☆☆
Skill Effects **Prefix** None
Loads less damage taken at low HP.
Slightly reduces damage taken.

Rococo Robe ★★★★☆ — 7300 G



- Fairy's Breath Silk x2 ☆☆☆☆☆
- Hip Ribbon x2 ☆☆☆☆☆
- Smoky Quartz Huebloom x3 ☆☆☆☆☆
- Fir-Green Thread x3 ☆☆☆☆☆

Catalyst Autumn Haze Button ☆☆☆☆☆
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Higgledy balls heal HP a little.

Saint's Mantle ★★★★☆ — 5000 G



- Rook's Brocade x2 ☆☆☆☆☆
- Seraphic Silk x4 ☆☆☆☆☆
- Pure Wool x2 ☆☆☆☆☆
- Super-Hot Fur x2 ☆☆☆☆☆

Catalyst Fir-Green Thread ☆☆☆☆☆
Skill Effects **Prefix** Shineproof
Greatly boosts light resistance.
Slightly reduces damage taken.

Southerly Sandals ★★★★☆ — 6800 G



- Savage Leather x2 ☆☆☆☆☆
- Sunset Thread x1 ☆☆☆☆☆
- Arrowhawk Feather x3 ☆☆☆☆☆
- Pretty Ribbon x4 ☆☆☆☆☆

Catalyst Snazzy String ☆☆☆☆☆
Skill Effects **Prefix** Untouchable
Invulnerable for longer when dodging.
Slightly reduces damage taken.

Lv. 8 Armor Development

Bastion Boots ★★★★★ — 9900 G



- Arquium Nugget x2 ☆☆☆☆☆
- Heavenly Fur x1 ☆☆☆☆☆
- Soldier's Button x2 ☆☆☆☆☆
- Diamond Huebloom x3 ☆☆☆☆☆

Catalyst Polestar Prism ☆☆☆☆☆
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Reduces MP used for special moves.

Celestial Robe ★★★★★ — 11100 G



- Queen's Brocade x2 ☆☆☆☆☆
- Pure Wool x2 ☆☆☆☆☆
- Diamond Huebloom x3 ☆☆☆☆☆
- Night-White Thread x3 ☆☆☆☆☆

Catalyst Fairy's Breath Silk ☆☆☆☆☆
Skill Effects **Prefix** Spellcrafty
Reduces MP used when casting spells.
Slightly reduces damage taken.

Coat of Clarity ★★★★★ — 10500 G



- Fairy's Breath Silk x2 ☆☆☆☆☆
- Sunnysmile Cotton x2 ☆☆☆☆☆
- Sunset Thread x2 ☆☆☆☆☆
- Classic Cord x1 ☆☆☆☆☆

Catalyst Snazzy String ☆☆☆☆☆
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Invulnerable for longer when dodging.

Geomancer's Shoes ★★★★★ — 9900 G



- Sparkly Leather x2 ☆☆☆☆☆
- King's Brocade x1 ☆☆☆☆☆
- Woebegone Cotton x3 ☆☆☆☆☆
- Nightmare Prism x1 ☆☆☆☆☆

Catalyst Onyx Huebloom ☆☆☆☆☆
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Greatly boosts resistance to nixing.

Peacemaker's Mail ★★★★★ — 10800 G



- Arquium Nugget x2 ☆☆☆☆☆
- Hefty Skull x1 ☆☆☆☆☆
- Onyx Huebloom x2 ☆☆☆☆☆
- Hellish Fur x2 ☆☆☆☆☆

Catalyst Storm Crystal Cluster ☆☆☆☆☆
Skill Effects **Prefix** Stable
Slightly reduces damage taken.
Reduces MP used for special moves.

Lv. 9 Armor Development

Boots of Beryl ★★★★★ — 14000 G



- Suscitanium Nugget x2 ☆☆☆☆☆
- Celestial Silk x2 ☆☆☆☆☆
- Moonrise Thread x2 ☆☆☆☆☆
- Polestar Prism x1 ☆☆☆☆☆

Catalyst Opal Huebloom ☆☆☆☆☆
Skill Effects **Prefix** Omniproof
Greatly boosts all elemental resistances.
Loads less damage taken at low HP.

Elysian Armor ★★★★★ 16200 G

- Suscitanium Nugget x2 ☆☆☆☆☆
- Heavenly Fur x2 ☆☆☆☆☆
- Opal Huebloom x2 ☆☆☆☆☆
- Champion's Button x2 ☆☆☆☆☆

Catalyst: Enlightened Wonderwater ☆☆☆☆☆

Skill Effects: **Prefix** Omniproof

Greatly boosts all elemental resistances.
Loads less damage taken at low HP.

Hermit's Robe ★★★★★ 16200 G

- Celestial Silk x2 ☆☆☆☆☆
- Tinkletune Cotton x2 ☆☆☆☆☆
- Wonder Wool x2 ☆☆☆☆☆
- Polestar Prism x1 ☆☆☆☆☆

Catalyst: Moonrise Thread ☆☆☆☆☆

Skill Effects: **Prefix** Determined

MP is gradually restored during battle.
Higgledy balls heal MP a little.

Towers ★★★★★ 14000 G

- Storm Crystal Cluster x3 ☆☆☆☆☆
- Tinkletune Cotton x2 ☆☆☆☆☆
- Wonder Wool x2 ☆☆☆☆☆
- Arquum Nugget x3 ☆☆☆☆☆

Catalyst: Moonrise Thread ☆☆☆☆☆

Skill Effects: **Prefix** Vengeful

Some MP restored when taking damage.
Slightly boosts resistance to all ailments.

Side Quest 170

Solstice Slippers ★★★★★ 13300 G

- Twinkly Leather x2 ☆☆☆☆☆
- Fairy's Breath Silk x3 ☆☆☆☆☆
- Sumptuous String x2 ☆☆☆☆☆
- Heavenly Fur x2 ☆☆☆☆☆

Catalyst: Classic Cord ☆☆☆☆☆

Skill Effects: **Prefix** None

MP is gradually restored during battle.
Increases MP use and spell damage.

Sun Raiment ★★★★★ 14800 G

- King's Brocade x2 ☆☆☆☆☆
- Moonrise Thread x2 ☆☆☆☆☆
- Sunset Thread x2 ☆☆☆☆☆
- Hip Ribbon x3 ☆☆☆☆☆

Catalyst: Classic Cord ☆☆☆☆☆

Skill Effects: **Prefix** None

MP is gradually restored during battle.
Increases MP use and spell damage.

Accessories

No research requirement

Close-Range Ring ★☆☆☆☆ 300 G

- Iron Nugget x3 ☆☆☆☆☆
- Base Bone x2 ☆☆☆☆☆
- Humble Button x2 ☆☆☆☆☆

Hearty Pendant ★☆☆☆☆ 300 G

- Clear Crystal x3 ☆☆☆☆☆
- Simple String x2 ☆☆☆☆☆
- Emerald Huebloom x2 ☆☆☆☆☆

Lv. 1 Accessory Development

Baby Buckler ★☆☆☆☆ 300 G

- Iron Nugget x3 ☆☆☆☆☆
- Coarse Cord x2 ☆☆☆☆☆
- Ruby Huebloom x2 ☆☆☆☆☆

Breezeguard Pendant ★☆☆☆☆ 600 G

- Clear Crystal x3 ☆☆☆☆☆
- Coarse Cord x1 ☆☆☆☆☆
- Emerald Huebloom x2 ☆☆☆☆☆

Burnguard Pendant ★☆☆☆☆ 600 G

- Clear Crystal x3 ☆☆☆☆☆
- Simple String x2 ☆☆☆☆☆
- Ruby Huebloom x2 ☆☆☆☆☆

Dripguard Pendant ★☆☆☆☆ 600 G

- Clear Crystal x3 ☆☆☆☆☆
- Coarse Cord x2 ☆☆☆☆☆
- Sapphire Huebloom x2 ☆☆☆☆☆

Long-Range Ring ★☆☆☆☆ 300 G

- Iron Nugget x3 ☆☆☆☆☆
- Fledgling Feather x2 ☆☆☆☆☆
- Lambkin Cotton x2 ☆☆☆☆☆

Mage's Ring ★☆☆☆☆ 300 G

- Iron Nugget x3 ☆☆☆☆☆
- Fresh Wonderwater x2 ☆☆☆☆☆
- Wild Wool x2 ☆☆☆☆☆

Magic Muffler ★☆☆☆☆ 300 G

- Iron Nugget x3 ☆☆☆☆☆
- Coarse Cord x2 ☆☆☆☆☆
- Coral Huebloom x2 ☆☆☆☆☆

Lv. 2 Accessory Development

Antifreeze Pendant ★★☆☆☆ 600 G

- Copper Nugget x3 ☆☆☆☆☆
- Waveskater Shell x3 ☆☆☆☆☆
- Sapphire Huebloom x2 ☆☆☆☆☆

Breezy Ring ★☆☆☆☆ 600 G

- Iron Nugget x3 ☆☆☆☆☆
- Clear Crystal x2 ☆☆☆☆☆
- Emerald Huebloom x2 ☆☆☆☆☆

Brightguard Pendant ★☆☆☆☆ 600 G

- Verdant Crystal x3 ☆☆☆☆☆
- Simple String x3 ☆☆☆☆☆
- Citrine Huebloom x2 ☆☆☆☆☆

Burning Ring ★☆☆☆☆ 600 G

- Iron Nugget x3 ☆☆☆☆☆
- Clear Crystal x2 ☆☆☆☆☆
- Ruby Huebloom x2 ☆☆☆☆☆

Champion's Ring ★☆☆☆☆ 300 G

- Iron Nugget x3 ☆☆☆☆☆
- Flat Bone x2 ☆☆☆☆☆
- Waddleduck Feather x2 ☆☆☆☆☆

Dingeguard Pendant ★☆☆☆☆ 600 G

- Verdant Crystal x3 ☆☆☆☆☆
- Coarse Cord x3 ☆☆☆☆☆
- Amethyst Huebloom x2 ☆☆☆☆☆

Dripping Ring ★☆☆☆☆ 600 G

- Iron Nugget x3 ☆☆☆☆☆
- Clear Crystal x2 ☆☆☆☆☆
- Sapphire Huebloom x2 ☆☆☆☆☆

Toxaway Pendant ★★☆☆☆ 600 G

- Copper Nugget x3 ☆☆☆☆☆
- Pincushion Coral x3 ☆☆☆☆☆
- Amethyst Huebloom x2 ☆☆☆☆☆

Lv. 3 Accessory Development

Bright Ring ★☆☆☆☆ 600 G

- Iron Nugget x3 ☆☆☆☆☆
- Verdant Crystal x3 ☆☆☆☆☆
- Citrine Huebloom x2 ☆☆☆☆☆

Bulwark Brooch ★☆☆☆☆ 300 G

- Iron Nugget x3 ☆☆☆☆☆
- Simple String x2 ☆☆☆☆☆
- Ebb Tide Shell x3 ☆☆☆☆☆

Dingy Ring ★☆☆☆☆ 600 G

- Iron Nugget x3 ☆☆☆☆☆
- Verdant Crystal x3 ☆☆☆☆☆
- Coral Huebloom x2 ☆☆☆☆☆

Elite Archer's Ring ★★☆☆☆ 900 G

- Copper Nugget x3 ☆☆☆☆☆
- Lightweight Lumber x2 ☆☆☆☆☆
- Fledgling Feather x2 ☆☆☆☆☆
- Clear Prisms x1 ☆☆☆☆☆

Elite Sorcerer's Ring ★★☆☆☆ 900 G

- Copper Nugget x3 ☆☆☆☆☆
- Lightweight Lumber x2 ☆☆☆☆☆
- Fresh Wonderwater x2 ☆☆☆☆☆
- Clear Prisms x1 ☆☆☆☆☆

Elite Warrior's Ring ★★☆☆☆ 900 G

- Copper Nugget x3 ☆☆☆☆☆
- Lightweight Lumber x2 ☆☆☆☆☆
- Base Bone x2 ☆☆☆☆☆
- Clear Prisms x1 ☆☆☆☆☆

Nixaway Necklace ★★☆☆☆ — 600 G

- Copper Nugget x3 ☆☆☆☆☆
- Clear Prisms x2 ☆☆☆☆☆
- Smoky Quartz Huebloom x2 ☆☆☆☆☆

Pendant of Grit ★★☆☆☆ — 900 G

- Silver Nugget x3 ☆☆☆☆☆
- Smart String x3 ☆☆☆☆☆
- Dark And Stormy Leather x2 ☆☆☆☆☆
- Red Prisms x2 ☆☆☆☆☆

Pendant of Pluck ★★☆☆☆ — 600 G

- Silver Nugget x3 ☆☆☆☆☆
- Pretty Ribbon x3 ☆☆☆☆☆
- Fearless Fur x2 ☆☆☆☆☆
- Blue Prisms x2 ☆☆☆☆☆

Poised Pendant ★★☆☆☆ — 600 G

- Copper Nugget x3 ☆☆☆☆☆
- Babbling Wonderwater x3 ☆☆☆☆☆
- Citrine Huebloom x2 ☆☆☆☆☆

Wide-Awake Charm ★★☆☆☆ — 600 G

- Copper Nugget x3 ☆☆☆☆☆
- Sour Sap x3 ☆☆☆☆☆
- Coral Huebloom x2 ☆☆☆☆☆

Lv. 4 Accessory Development

Cryptic Close-Range Ring ★★☆☆☆ — 1600 G

- Silver Nugget x3 ☆☆☆☆☆
- Lumpen Lumber x2 ☆☆☆☆☆
- Bonsai Coral x2 ☆☆☆☆☆
- Red Prisms x1 ☆☆☆☆☆

Necklace of Insight ★★☆☆☆ — 1600 G

- Gold Nugget x2 ☆☆☆☆☆
- Stylish String x2 ☆☆☆☆☆
- Milky Crystal x3 ☆☆☆☆☆
- Green Prisms x1 ☆☆☆☆☆

Profiteer's Pendant ★★☆☆☆ — 1600 G

- Gold Nugget x2 ☆☆☆☆☆
- Pretty Ribbon x3 ☆☆☆☆☆
- Dark Crystal x2 ☆☆☆☆☆
- Green Prisms x1 ☆☆☆☆☆

Ruthless Ring ★★☆☆☆ — 900 G

- Silver Nugget x3 ☆☆☆☆☆
- Earthy Sap x2 ☆☆☆☆☆
- Waddleduck Feather x2 ☆☆☆☆☆
- Red Prisms x1 ☆☆☆☆☆

Shiny Baby Buckler ★★☆☆☆ — 1600 G

- Crimson Crystal x3 ☆☆☆☆☆
- Pretty Ribbon x3 ☆☆☆☆☆
- Shoe Leather x4 ☆☆☆☆☆
- Red Prisms x2 ☆☆☆☆☆

Shiny Hearty Pendant ★★☆☆☆ — 1600 G

- Verdant Crystal x4 ☆☆☆☆☆
- Smart String x3 ☆☆☆☆☆
- Grass-Green Thread x3 ☆☆☆☆☆
- Green Prisms x2 ☆☆☆☆☆

Shiny Magic Muffler ★★☆☆☆ — 1600 G

- Crimson Crystal x3 ☆☆☆☆☆
- Chic Ribbon x2 ☆☆☆☆☆
- Fine Fur x3 ☆☆☆☆☆
- Blue Prisms x2 ☆☆☆☆☆

Lv. 5 Accessory Development

Blazeguard Pendant ★★☆☆☆ — 2600 G

- Inferno Crystal Cluster x3 ☆☆☆☆☆
- Stylish String x2 ☆☆☆☆☆
- Cuddlywarm Cotton x3 ☆☆☆☆☆
- Ruby Huebloom x4 ☆☆☆☆☆

Blusterguard Pendant ★★☆☆☆ — 2600 G

- Forest Crystal Cluster x3 ☆☆☆☆☆
- Chic Ribbon x2 ☆☆☆☆☆
- Raincloud Cotton x4 ☆☆☆☆☆
- Emerald Huebloom x4 ☆☆☆☆☆

Lucky Locket ★★☆☆☆ — 3900 G

- Tranquilium Nugget x3 ☆☆☆☆☆
- Giant Ribcage x3 ☆☆☆☆☆
- Stylish String x3 ☆☆☆☆☆
- Enigma Prism x2 ☆☆☆☆☆

Punisher's Ring ★★☆☆☆ — 2600 G

- Steely Nugget x3 ☆☆☆☆☆
- Spiky Bone x2 ☆☆☆☆☆
- Briar Coral x3 ☆☆☆☆☆
- Green Prisms x2 ☆☆☆☆☆

Shiny Bulwark Brooch ★★☆☆☆ — 2600 G

- Steely Nugget x3 ☆☆☆☆☆
- Chic Ribbon x2 ☆☆☆☆☆
- Gnarly Leather x2 ☆☆☆☆☆
- Amethyst Huebloom x2 ☆☆☆☆☆

Shiny Close-Range Ring ★★☆☆☆ — 1600 G

- Steely Nugget x3 ☆☆☆☆☆
- Sturdy Bone x3 ☆☆☆☆☆
- Bully Button x2 ☆☆☆☆☆
- Ruby Huebloom x3 ☆☆☆☆☆

Shiny Long-Range Ring ★★☆☆☆ — 1600 G

- Steely Nugget x3 ☆☆☆☆☆
- Candy-Owl Feather x2 ☆☆☆☆☆
- Raincloud Cotton x2 ☆☆☆☆☆
- Sapphire Huebloom x3 ☆☆☆☆☆

Shiny Mage's Ring ★★☆☆☆ — 1600 G

- Steely Nugget x3 ☆☆☆☆☆
- Oasis Wonderwater x2 ☆☆☆☆☆
- Snuggly Wool x2 ☆☆☆☆☆
- Coral Huebloom x3 ☆☆☆☆☆

Sopguard Pendant ★★☆☆☆ — 2600 G

- Glacier Crystal Cluster x3 ☆☆☆☆☆
- Chic Ribbon x2 ☆☆☆☆☆
- Frostyfluff Cotton x3 ☆☆☆☆☆
- Sapphire Huebloom x4 ☆☆☆☆☆

Underdog's Ring ★★☆☆☆ — 2600 G

- Maelstrom Shell x2 ☆☆☆☆☆
- Tranquilium Nugget x2 ☆☆☆☆☆
- Jolly Lumber x2 ☆☆☆☆☆
- Clear Prisms x2 ☆☆☆☆☆

Lv. 6 Accessory Development

Awesome Antifreeze Pendant ★★☆☆☆ — 3900 G

- Somnium Nugget x4 ☆☆☆☆☆
- Littlehorn Shell x3 ☆☆☆☆☆
- Cuddlywarm Cotton x3 ☆☆☆☆☆
- Sapphire Huebloom x3 ☆☆☆☆☆

Blindguard Pendant ★★☆☆☆ — 2600 G

- Tranquilium Nugget x4 ☆☆☆☆☆
- Stylish String x2 ☆☆☆☆☆
- Seraphic Silk x2 ☆☆☆☆☆
- Citrine Huebloom x4 ☆☆☆☆☆

Initiate's Ring ★★☆☆☆ — 2600 G

- Gold Nugget x4 ☆☆☆☆☆
- Scentless Sap x2 ☆☆☆☆☆
- Dark Crystal x2 ☆☆☆☆☆
- Amber Coral x2 ☆☆☆☆☆

Pitchguard Pendant ★★☆☆☆ — 2600 G

- Tranquilium Nugget x4 ☆☆☆☆☆
- Chic Ribbon x2 ☆☆☆☆☆
- Spectral Silk x2 ☆☆☆☆☆
- Amethyst Huebloom x3 ☆☆☆☆☆

Ring of Spite ★★☆☆☆ — 2600 G

- Gold Nugget x4 ☆☆☆☆☆
- Cloud Crow Feather x4 ☆☆☆☆☆
- Jade Coral x3 ☆☆☆☆☆
- Maelstrom Shell x2 ☆☆☆☆☆

Shiny Champion's Ring ★★☆☆☆ — 2600 G

- Gold Nugget x4 ☆☆☆☆☆
- Giant Ribcage x2 ☆☆☆☆☆
- Cloud Crow Feather x2 ☆☆☆☆☆
- Jolly Lumber x2 ☆☆☆☆☆

Turbo Toxaway Pendant ★★★★★ 3900 G



- Somnium Nugget x4
- Hosepipe Coral x3
- Spectral Silk x3
- Amethyst Huebloom x2

Lv. 7 Accessory Development

Banedrain Necklace ★★★★★ 5400 G



- Nocturnium Nugget x4
- Heavenly Wonderwater x2
- Woebegone Cotton x2
- Diamond Huebloom x2
- Enigma Prism x1

Blazing Ring ★★★★★ 3900 G



- Tranquilium Nugget x4
- Inferno Crystal Cluster x3
- Simmering Wonderwater x2
- Ruby Huebloom x4

Blinding Ring ★★★★★ 3900 G



- Somnium Nugget x4
- Amber Coral x3
- Heavenly Wonderwater x2
- Citrine Huebloom x4

Blustery Ring ★★★★★ 3900 G



- Tranquilium Nugget x4
- Forest Crystal Cluster x3
- Oasis Wonderwater x2
- Emerald Huebloom x4

Next-Level Nixaway Necklace ★★★★★ 3900 G



- Somnium Nugget x4
- Enigma Prism x1
- Savage Leather x2
- Smoky Quartz Huebloom x2

Perfectly Poised Pendant ★★★★★ 3900 G



- Somnium Nugget x4
- Heavenly Wonderwater x2
- Super-Hot Fur x2
- Citrine Huebloom x3

Pitch-Dark Ring ★★★★★ 3900 G

- Somnium Nugget x4
- Sweet Sap x2
- Hellish Wonderwater x2
- Amethyst Huebloom x2

Sopping Ring ★★★★★ 3900 G

- Tranquilium Nugget x4
- Glacier Crystal Cluster x3
- Shivering Wonderwater x2
- Sapphire Huebloom x4

Wider-Awake Charm ★★★★★ 3900 G



- Somnium Nugget x4
- Inky Sap x2
- Spring Bloom Button x4
- Coral Huebloom x3

Lv. 8 Accessory Development

Plutocrat's Pendant ★★★★★ 8700 G



- Arquunn Nugget x4
- Hip Ribbon x3
- Bolt Eagle Feather x3
- Sunnysmile Cotton x2
- Dream Prism x2

Radiant Baby Buckler ★★★★★ 5400 G



- Nocturnium Nugget x4
- Hip Ribbon x3
- Savage Leather x2
- Rook's Brocade x2
- Sunset Prism x1

Radiant Close-Range Ring ★★★★★ 5400 G



- Nocturnium Nugget x4
- Forked Tail Bone x3
- Soldier's Button x2
- Grumpy Lumber x4
- Sunset Prism x2

Radiant Hearty Pendant ★★★★★ 5400 G



- Forest Crystal Cluster x5
- Snazzy String x3
- Fir-Green Thread x3
- Somnium Nugget x3
- Enigma Prism x1

Radiant Long-Range Ring ★★★★★ 5400 G

- Nocturnium Nugget x4
- Bolt Eagle Feather x3
- Woebegone Cotton x2
- Lovely Lumber x2
- Ice Prism x2

Radiant Mage's Ring ★★★★★ 5400 G

- Nocturnium Nugget x4
- Heavenly Wonderwater x3
- Pure Wool x2
- Gloomy Lumber x3
- Enigma Prism x1

Radiant Magic Muffler ★★★★★ 5400 G

- Nocturnium Nugget x4
- Hip Ribbon x3
- Super-Cool Fur x3
- Spritefire Silk x2
- Ice Prism x1

Lv. 9 Accessory Development

Adept's Ring ★★★★★ 5400 G



- Suscitanium Nugget x4
- Sturdy Jawbone x3
- Everwing Feather x3
- Storm Crystal Cluster x2
- Polestar Prism x1

Connoisseur's Charm ★★★★★ 11800 G



- Suscitanium Nugget x4
- Sumptuous String x2
- Electricoral x3
- Opal Huebloom x2
- Polestar Prism x1

Master Archer's Ring ★★★★★ 8700 G

- Arquunn Nugget x4
- Grumpy Lumber x4
- Neverwing Feather x2
- Sunset Thread x3
- Nightmare Prism x1

Master Sorcerer's Ring ★★★★★ 8700 G

- Arquunn Nugget x4
- Grumpy Lumber x4
- Enlightened Wonderwater x2
- Impure Wool x3
- Nightmare Prism x1

Master Warrior's Ring ★★★★★ 8700 G

- Arquunn Nugget x4
- Grumpy Lumber x4
- Hefty Skull x2
- Aromatic Sap x3
- Nightmare Prism x1

Necklace of Enlightenment ★★★★★ 8700 G

- Arquunn Nugget x4
- Sumptuous String x2
- Soldier's Button x2
- Blissful Wonderwater x2
- Dream Prism x2

Pendant of Pure Pluck ★★★★★ 8700 G



- Lovely Lumber x4
- Hip Ribbon x3
- Warmflow Shell x2
- Fairy's Breath Silk x2
- Nightmare Prism x1

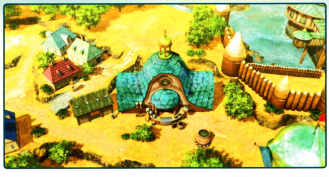
Pendant of True Grit ★★★★★ 8700 G



- Storm Crystal Cluster x4
- Snazzy String x3
- Drainpipe Coral x3
- Rook's Brocade x3
- Nightmare Prism x1

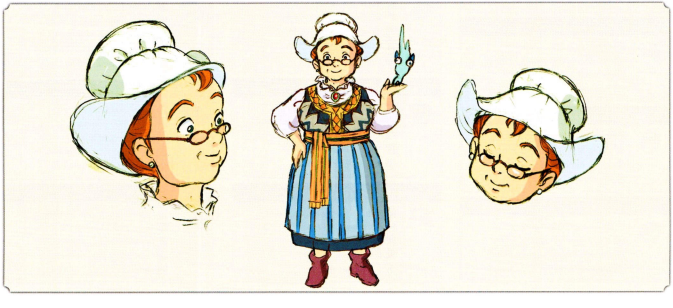
Evermore Spellworks

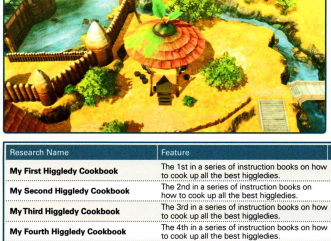
With assistance from the Evermore Spellworks, you'll be able to give any party member's spells a little bit more oomph. After sufficiently leveling them up, you can even unlock enhanced versions of some spells, significantly increasing their potency for the cost of a few materials and Kingsguilders. The Spellworks can also unlock non-combat spells, which you can use to gain access to entirely new areas, quests, and even activities, such as the Retrials.



Evermore Spellworks

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirments
Level 1 Spell Development	The 1st in a series on mastering magic. Offers insight into basic spells.	100	150	5500	Lv. 1	—
Level 2 Spell Development	The 2nd in a series on mastering magic. Offers insight into more basic spells.	150	1350	20000	Lv. 1	—
Level 3 Spell Development	The 3rd in a series on mastering magic. Offers insight into intermediate spells.	200	3500	40000	Lv. 2	—
Level 4 Spell Development	The 4th in a series on mastering magic. Offers info. on more intermediate spells.	235	10000	80000	Lv. 3	Staff member knows "Tactical Wizardry."
Level 5 Spell Development	The 5th in a series on mastering magic. Offers insight into advanced spells.	330	55000	230000	Lv. 4	—
Level 6 Spell Development	The 6th in a series on mastering magic. Offers insight into more advanced spells.	400	70000	240000	Lv. 4	Staff member is Master of "Tactical Wizardry."
Level 7 Spell Development	The 7th in a series on mastering magic. Offers insight into ancient light spells.	540	200000	330000	Lv. 4	Staff member knows "Sacred Sight."
Level 8 Spell Development	The 8th in a series on mastering magic. Offers info. on dark and deadly spells.	540	200000	330000	Lv. 4	Staff member knows "Magic Touch."
Efficient Spell Development I	Info. on how to research magic more efficiently, reducing cost by 20%.	120	500	10000	Lv. 1	—
Efficient Spell Development II	Info. on how to research magic more efficiently, reducing cost by 30%.	220	6750	60000	Lv. 3	Staff member knows "Scholar's Sense."
Specific Spell Development: Bridge	Research into the use of "Bridge," a spell that reveals hidden pathways.	100	160	5300	—	Recruit Li Li in Side Quest 008.
Specific Spell Development: Nature's Tongue	Research into "Nature's Tongue," a spell that lets you speak to plants and animals.	200	3500	40000	Lv. 2	—
Specific Spell Development: Spirit Medium	Research into "Spirit Medium," a spell that lets you speak to the departed.	220	6750	60000	Lv. 2	Staff member knows "Astrologer's Gift."
Specific Spell Development: Spring Lock	Research into "Spring Lock," a spell that unseals the inaccessible.	235	10000	80000	Lv. 3	—
Specific Spell Development: Rejuvenate	Research into "Rejuvenate," a spell that restores things to their former glory.	270	22000	130000	Lv. 3	Staff member knows "Tactical Wizardry."
Specific Spell Development: Retrial	Research into "Retrial," a spell that lets you face kingmaker foes all over again.	400	70000	240000	Lv. 4	Staff member knows "Magic Touch."





Higglery

This is where the lion's share of the game's Higgledies originate from. Investing in research topics here will gradually unlock extra recipes that lead to more Higgledies. Once you've gathered the necessary materials, you're capable of cooking up brand new Higgledies here, or leveling up the statistics of your existing ones.

Higglery Research

Research Name	Feature	IQ Req.	KG Cost	Infl. Gained	Facility	Additional Requirments
My First Higgledy Cookbook	The 1st in a series of instruction books on how to cook up all the best higgledies.	100	150	5500	Lv. 1	Staff member knows "Head for Higgles."
My Second Higgledy Cookbook	The 2nd in a series of instruction books on how to cook up all the best higgledies.	150	1350	20000	Lv. 1	Staff member knows "Head for Higgles."
My Third Higgledy Cookbook	The 3rd in a series of instruction books on how to cook up all the best higgledies.	200	3500	40000	Lv. 2	Staff member knows "Head for Higgles."
My Fourth Higgledy Cookbook	The 4th in a series of instruction books on how to cook up all the best higgledies.	235	10000	80000	Lv. 3	Staff member knows "Head for Higgles."
My Fifth Higgledy Cookbook	The 5th in a series of instruction books on how to cook up all the best higgledies.	300	30000	170000	Lv. 3	Staff member knows "Head for Higgles." Staff member knows "Higgler's Instinct."
My Sixth Higgledy Cookbook	The 6th in a series of instruction books on how to cook up all the best higgledies.	400	70000	240000	Lv. 4	Staff member is Master of "Head for Higgles."
My Seventh Higgledy Cookbook	The 7th in a series of instruction books on how to cook up all the best higgledies.	490	150000	300000	—	Staff member is Master of "Head for Higgles." Staff member knows "100-Heartedness." Completed Game Save.
My Ultimate Higgledy Cookbook	The 8th in a series of instruction books on how to cook up all the best higgledies.	610	300000	385000	—	Staff member is Master of "Head for Higgles." Staff member is Master of "Higgler's Instinct." Achieve Kingdom Level 4.
Cook Great Higgledies for Less	Detailed descriptions of higgledy biology that help reduce cook-up costs by 20%.	120	500	10000	Lv. 1	Staff member knows "Head for Higgles."
Cook Great Higgledies for Even Less	A complete run-down of higgledy biology that helps reduce cook-up costs by 30%.	270	22000	130000	Lv. 3	Staff member knows "Head for Higgles." Staff member knows "Fluency in Hig."
Higgledy-Rearing for Beginners	A higgledy-rearing method that ups EXP earned from giving them items.	150	1350	20000	Lv. 1	Staff member knows "Head for Higgles."
Higgledy-Rearing for Professionals	A higgledy-rearing method that ups EXP earned from giving them items a fair bit.	235	10000	80000	Lv. 2	Staff member knows "Head for Higgles."
Higgledy-Rearing for Experts	A higgledy-rearing method that ups EXP earned from giving them items a lot.	460	95000	260000	Lv. 4	Staff member knows "Sense of History."

No research requirement

020 Twiggy the Twisty 1000 G
- Earthy Sap x5
- Crude Sap x4
- Green Prisms x2

039 Knoll the Coal-Fired 1000 G
- Sun-Kissed Tomato x6
- Arrowhead Carrot x5
- Red Prisms x3

055 Tureen the Torrential 1000 G
- Bonsai Coral x5
- Comely Coral x4
- Blue Prisms x2

069 Bink the Blinky 1000 G
- Holy Wonderwater x5
- Fresh Wonderwater x4
- Clear Prisms x3

086 Tulgey the Dingy 1000 G
- Gloaming Cotton x5
- Lambkin Cotton x4
- Clear Prisms x3

My First Higgledy Cookbook

003 Fidget the Festive 1000 G
- Coarse Cord x5
- Simple String x4
- Clear Prisms x3

022 Flapwaggle the Feathery 1000 G
- Waddleduck Feather x5
- Fledgling Feather x4
- Green Prisms x2

036 Scroobious the Rash 1000 G
- Copper Nugget x5
- Iron Nugget x4
- Red Prisms x2

052 Shillyshally the Shy 1000 G
- Swellfish x6
- Glam Clams x5
- Blue Prisms x2

071 Clangle the Spangly 1000 G
- Single Cream x6
- Fresh Milk x5
- Clear Prisms x3

087 Tumtum the Terrible 1000 G
- Jazz Egg x6
- Lesser-Spotted Egg x5
- Clear Prisms x3

My Second Higgledy Cookbook

004 Hurdy the Handy 1000 G
- Yaht Peas x6
- Jinglewheat x5
- Clear Prisms x3

007 Pib the Peregrinator 1000 G
- Bright Button x5
- Just-Right Button x4
- Clear Prisms x3

021 Abradab the Aviator 1000 G
- Comfy Cloth x5
- Stonewashed Cloth x4
- Green Prisms x2

023 Swirlyum the Conkerer — 1000 G



- Flat Bone x5
- Base Bone x4
- Green Prisms x2

034 Gosky the Grenade — 1000 G



- Heavy-Duty Cloth x5
- Sackcloth x4
- Red Prisms x2

040 Borogove the Burning — 1000 G



- Shoe Leather x5
- Shabby Leather x4
- Red Prisms x2

053 Skiff the Skewiff — 1000 G



- Flexible Fish x6
- Frilly Fish x5
- Blue Prisms x2

056 Daintifer the Damp — 1000 G



- Bananza x6
- Awwberries x5
- Blue Prisms x2

070 Shub-Shub the Shamanic — 1000 G



- Emerald Huebloom x5
- Ruby Huebloom x4
- Clear Prisms x3

072 Ubgub the Enlightened — 1000 G



- Milky Crystal x5
- Verdant Crystal x4
- Clear Prisms x3

084 Wroth the Wrong'un — 1000 G



- Hardwearing Wool x5
- Heartwarming Wool x4
- Clear Prisms x3

085 Threnody the Pooped — 1000 G



- Lemon-Yellow Thread x5
- Coral-Pink Thread x4
- Clear Prisms x3

My Third Higgledy Cookbook

012 Crumbobblious the Cryptic — 3000 G



- Quality Cloth x7
- Heavy-Duty Cloth x5
- Fluffy Cloth x4
- Sunset Prism x3

026 Giddy the Gusty — 3000 G



- Scented Sap x7
- Sour Sap x5
- Cloud Crow Feather x4
- Ice Prism x3

035 Boojum the Bombastic — 1000 G



- Bony Bits x6
- Middling Meat x5
- Red Prisms x2

042 Bandersnatch the Blazer — 3000 G



- Classic Cabbage x8
- Radiant Radish x6
- Pretty Ribbon x4
- Sunset Prism x3

051 Brocken the Briny — 3000 G



- Waveskater Shell x5
- High Tide Shell x4
- Blue Prisms x2

061 Droop the Drenched — 3000 G



- Splendid Squid x8
- Socktopus x6
- Jade Coral x4
- Ice Prism x3

076 Cummerbund the Clement — 3000 G



- Creamy Cheese x8
- Churned Butter x6
- Scented Sap x4
- Ice Prism x3

088 Manxome the Irksome — 1000 G



- Shooting Star Salt x6
- Runny Honey x5
- Clear Prisms x3

095 Gibbet the Jaundiced — 3000 G



- Fine-Grained Lumber x7
- Coarse-Grained Lumber x5
- Raincloud Cotton x4
- Sunset Prism x3

My Fourth Higgledy Cookbook

011 Mimsy the Magnificent — 3000 G



- Spring Bloom Button x7
- Bully Button x5
- Quiltaloupe x5
- Sunset Prism x3

025 Gyre the Flyer — 3000 G



- Grandad's Chair x8
- Bluesky Buttontops x6
- Lovely Wool x4
- Ice Prism x3

041 Grabe the Glowering — 3000 G



- Tender Tripe x8
- Chunky Meat x6
- Twisty Bone x4
- Sunset Prism x3

045 Bantam the Ructious — 3000 G



- Chic Ribbon x8
- Stylish String x6
- Lampkin x4
- Sunset Prism x3

060 Mumbian the Mover — 3000 G



- Whirlpool Shell x7
- Waveskipper Shell x5
- Coral Huebloom x4
- Ice Prism x3

074 Calooh the Carabinier — 3000 G



- Grass-Green Thread x7
- Slate-Grey Thread x5
- Seraphic Silk x4
- Ice Prism x3

093 Crooky the Spooky — 3000 G



- Bad Egg x8
- Uptown Egg x6
- Jolly Lumber x4
- Sunset Prism x3

094 Coronach the Cranky — 3000 G



- Lovely Wool x7
- Snuggly Wool x5
- Rugged Spud x5
- Sunset Prism x3

My Fifth Higgledy Cookbook

008 Frabjous the Fusilier — 3000 G



- Gnarly Leather x7
- Knobbly Leather x5
- Sea-Blue Thread x4
- Sunset Prism x3

014 Amblongus the Alarming — 6000 G



- Diamond Huebloom x9
- Smoky Quartz Huebloom x7
- Forked Tail Bone x6
- Quadruple Cream x6
- Enigma Prism x4

028 Sir Pipple the Whipper — 3000 G



- Forest Crystal Cluster x7
- Dark Crystal x5
- Summer Meadow Button x4
- Ice Prism x3

032 Flippity the Fluttery — 6000 G



- Spritefire Silk x9
- Spectral Silk x7
- Inky Sap x6
- Loonycorn x6
- Enigma Prism x4

044 Snickersnack the Searing — 3000 G
- Tranquilium Nugget x7
- Gold Nugget x5
- Flowing Fur x4
- Sunset Prism x3

046 Tinder the Torch — 6000 G
- Lilywheat x11
- Cosmic Peas x9
- Savage Leather x6
- Stylish String x5
- Enigma Prism x4

062 Verjuice the Valiant — 3000 G
- Blimpfish x8
- Swish Fish x6
- Shivering Wonderwater x4
- Ice Prism x3

077 Cruet the Sunlit — 3000 G
- Cuddlywarm Cotton x7
- Frostyfluff Cotton x5
- Thick Yogurt x5
- Ice Prism x3





079 Jumblie the Lovely — 6000 G
- Sheermint x11
- Sour Salts x9
- Rook's Brocade x6
- Night-White Thread x5
- Enigma Prism x4

091 Discomfit the Misfit — 3000 G
- Stardust Pepper x8
- Bitter Broth x6
- Maelstrom Shell x4
- Sunset Prism x3

My Sixth Higgledy Cookbook

013 Bootles the Beastly — 6000 G
- Super-Hot Fur x9
- Super-Cool Fur x7
- Woebegone Cotton x6
- Dusk Star x6
- Dream Prism x4

030 Uffish the Offish — 6000 G
- Sweet Dream Truffle x11
- Cutesy Pops x9
- Gloomy Lumber x6
- Arrowhawk Feather x5
- Dream Prism x4

048 Styrrup the Smelter — 6000 G
- Nocturnium Nugget x9
- Somnium Nugget x7
- Heavenly Wonderwater x6
- Mystery Meat x6
- Dream Prism x4

064 Shrimpers the Shantyboy — 6000 G
- Top Lobster x11
- Fab Crab x9
- Bighorn Shell x6
- Hosepipe Coral x5
- Dream Prism x4

065 Mizzen the Mariner — 6000 G
- Hosepipe Coral x9
- Amber Coral x7
- Hellish Wonderwater x6
- Wee Urchins x6
- Enigma Prism x4

080 Hansom the Winsome — 6000 G
- Winter Moon Button x9
- Autumn Haze Button x7
- Pure Wool x6
- Moongo x6
- Dream Prism x4

098 Charnel the Churlish — 6000 G
- Enigma Prism x5
- Sunset Prism x4
- Bolt Eagle Feather x6
- Egg Shell x6
- Dream Prism x4

My Seventh Higgledy Cookbook

017 Claptrap the Kingly — 10000 G
- Classic Cord x10
- Sumptuous String x8
- Soldier's Button x7
- Henge Crystal Cluster x6
- Nightmare Prism x5

033 Gubble the Gale-Force — 10000 G
- Dumb Lumber x10
- Lovely Lumber x8
- Tinkletune Cotton x7
- Fairy's Breath Silk x6
- Polestar Prism x5

049 Wamble the Warm — 10000 G
- Melt-in-the-Mouth Meat x13
- Gamey Meat x11
- Suscitanium Nugget x7
- Soldier's Button x6
- Nightmare Prism x5

066 Bathys the Bold — 10000 G
- Trophy Fish x13
- Breamweaver x11
- Iceflow Shell x7
- Electricoral x6
- Polestar Prism x5

My Ultimate Higgledy Cookbook

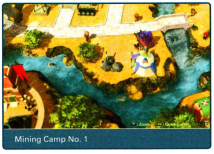
016 Galumph the Grand — 10000 G
- Twinkly Leather x10
- Sparkly Leather x8
- Hefty Skull x7
- Classic Cord x6
- Nightmare Prism x5

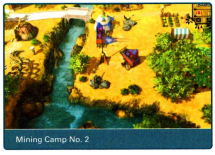
082 Wangle the Angel — 10000 G
- Enlightened Wonderwater x10
- Blissful Wonderwater x8
- Neverwing Feather x7
- Storm Crystal Cluster x6
- Polestar Prism x5

099 Brillig the Dread — 10000 G
- Moonrise Thread x10
- Sunset Thread x8
- King's Brocade x7
- Onyx Huebloom x6
- Nightmare Prism x5

Mining Camp No. 1–5

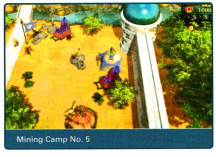
Mining Camps are one of numerous gathering facility types peppered throughout the kingdom. Designated citizens will excavate ores, wonderwater, crystals, and prisms here, which are all highly sought-after for crafting in other facilities.


Mining Camp No. 1


Mining Camp No. 2


Mining Camp No. 3


Mining Camp No. 4


Mining Camp No. 5

Mining Camp No. 1

Item Gathered	Facility
Iron Nugget	Lv. 1
Copper Nugget	Lv. 1
Silver Nugget	Lv. 2
Steely Nugget	Lv. 3
Clear Crystal	Lv. 1
Verdant Crystal	Lv. 1
Crimson Crystal	Lv. 2
Milky Crystal	Lv. 3
Fresh Wonderwater	Lv. 1
Holy Wonderwater	Lv. 1
Babbling Wonderwater	Lv. 2
Oasis Wonderwater	Lv. 3
Clear Prisms	Lv. 2
Green Prisms	Lv. 3

Mining Camp No. 2

Item Gathered	Facility
Silver Nugget	Lv. 1
Steely Nugget	Lv. 1
Gold Nugget	Lv. 2
Tranquillium Nugget	Lv. 3
Crimson Crystal	Lv. 1
Milky Crystal	Lv. 1
Dark Crystal	Lv. 2
Forest Crystal Cluster	Lv. 3
Babbling Wonderwater	Lv. 1
Oasis Wonderwater	Lv. 1
Simmering Wonderwater	Lv. 2
Shivering Wonderwater	Lv. 3
Clear Prisms	Lv. 1
Red Prisms	Lv. 2
Sunset Prism	Lv. 3

Mining Camp No. 3

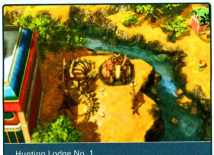
Item Gathered	Facility
Silver Nugget	Lv. 1
Steely Nugget	Lv. 1
Gold Nugget	Lv. 2
Tranquillium Nugget	Lv. 3
Crimson Crystal	Lv. 1
Milky Crystal	Lv. 1
Dark Crystal	Lv. 2
Forest Crystal Cluster	Lv. 3
Babbling Wonderwater	Lv. 1
Oasis Wonderwater	Lv. 1
Simmering Wonderwater	Lv. 2
Shivering Wonderwater	Lv. 3
Clear Prisms	Lv. 1
Blue Prisms	Lv. 2
Ice Prism	Lv. 3

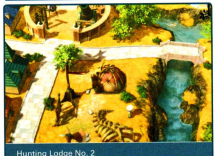
Mining Camp No. 4

Item Gathered	Facility
Gold Nugget	Lv. 1
Tranquillium Nugget	Lv. 1
Somnium Nugget	Lv. 2
Noctumium Nugget	Lv. 3
Dark Crystal	Lv. 1
Forest Crystal Cluster	Lv. 1
Inferno Crystal Cluster	Lv. 2
Glacier Crystal Cluster	Lv. 3
Simmering Wonderwater	Lv. 1
Shivering Wonderwater	Lv. 1
Hellish Wonderwater	Lv. 2
Heavenly Wonderwater	Lv. 3
Green Prisms	Lv. 1
Ice Prism	Lv. 2
Enigma Prism	Lv. 3

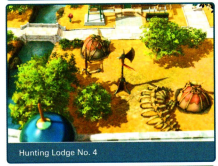
Mining Camp No. 5

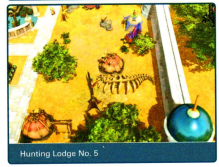
Item Gathered	Facility
Gold Nugget	Lv. 1
Tranquillium Nugget	Lv. 1
Somnium Nugget	Lv. 2
Noctumium Nugget	Lv. 2
Arquum Nugget	Lv. 3
Dark Crystal	Lv. 1
Forest Crystal Cluster	Lv. 1
Inferno Crystal Cluster	Lv. 2
Glacier Crystal Cluster	Lv. 2
Storm Crystal Cluster	Lv. 3
Simmering Wonderwater	Lv. 1
Shivering Wonderwater	Lv. 1
Hellish Wonderwater	Lv. 2
Heavenly Wonderwater	Lv. 2
Blissful Wonderwater	Lv. 3
Ice Prism	Lv. 1
Sunset Prism	Lv. 1
Enigma Prism	Lv. 2
Dream Prism	Lv. 2
Nightmare Prism	Lv. 3


Hunting Lodge No. 1


Hunting Lodge No. 2


Hunting Lodge No. 3


Hunting Lodge No. 4


Hunting Lodge No. 5

Hunting Lodge No. 1–5

Hunting Lodges are the favored gathering facilities of hunters and warriors. Assign them here and, after the usual passage of time, they'll procure bones, furs, feathers, and leathers for the greater good of the kingdom.

Hunting Lodge No. 1

Item Gathered	Facility
Base Bone	Lv. 1
Flat Bone	Lv. 1
Sturdy Bone	Lv. 2
Spiky Bone	Lv. 3
Shaggy Fur	Lv. 1
Rugged Fur	Lv. 1
Fierce Fur	Lv. 2
Fearless Fur	Lv. 3
Fledgling Feather	Lv. 1
Waddleduck Feather	Lv. 1
Polyparrot Feather	Lv. 2
Candy-Owl Feather	Lv. 3
Shabby Leather	Lv. 1
Shoe Leather	Lv. 1
Dark and Scaly Leather	Lv. 2
Dark and Stormy Leather	Lv. 3

Hunting Lodge No. 2 & 3

Item Gathered	Facility
Sturdy Bone	Lv. 1
Spiky Bone	Lv. 1
Twisty Bone	Lv. 2
Giant Ribcage	Lv. 3
Fierce Fur	Lv. 1
Fearless Fur	Lv. 1
Fine Fur	Lv. 2
Flowing Fur	Lv. 3
Polyparrot Feather	Lv. 1
Candy-Owl Feather	Lv. 1
Cloud Crow Feather	Lv. 2
Slumbergull Feather	Lv. 3
Dark and Scaly Leather	Lv. 1
Dark and Stormy Leather	Lv. 1
Knobbly Leather	Lv. 2
Gnarly Leather	Lv. 3

Hunting Lodge No. 4

Item Gathered	Facility
Twisty Bone	Lv. 1
Giant Ribcage	Lv. 1
Delicate Wing Bones	Lv. 2
Forked Tail Bone	Lv. 3
Fine Fur	Lv. 1
Flowing Fur	Lv. 1
Super-Cool Fur	Lv. 2
Super-Hot Fur	Lv. 3
Cloud Crow Feather	Lv. 1
Slumbergull Feather	Lv. 1
Arrowhawk Feather	Lv. 2
Bolt Eagle Feather	Lv. 3
Knobbly Leather	Lv. 1
Gnarly Leather	Lv. 1
Wild Leather	Lv. 2
Savage Leather	Lv. 3

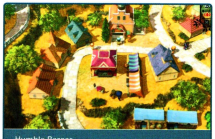
Hunting Lodge No. 5

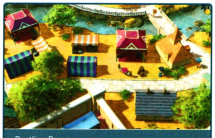
Item Gathered	Facility
Twisty Bone	Lv. 1
Giant Ribcage	Lv. 1
Delicate Wing Bones	Lv. 2
Forked Tail Bone	Lv. 2
Sturdy Jawbone	Lv. 3
Fine Fur	Lv. 1
Flowing Fur	Lv. 1
Super-Cool Fur	Lv. 2
Super-Hot Fur	Lv. 2
Hellish Fur	Lv. 3
Cloud Crow Feather	Lv. 1
Slumbergull Feather	Lv. 1
Arrowhawk Feather	Lv. 2
Bolt Eagle Feather	Lv. 2
Everwing Feather	Lv. 3
Knobbly Leather	Lv. 1
Gnarly Leather	Lv. 1
Wild Leather	Lv. 2
Savage Leather	Lv. 2
Sparkly Leather	Lv. 3

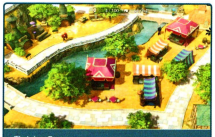
Bazaars

Humble, Bustling, Thriving, Bountiful and Wondrous Bazaar

Of all the gathering facilities, the Bazaars have the largest catalogue of potential wares that can be acquired, so keeping them well staffed is always a good idea. Once assembled they will be the best source for all your cloth, thread, cotton, string, and button needs.


Humble Bazaar


Bustling Bazaar


Thriving Bazaar

Humble Bazaar

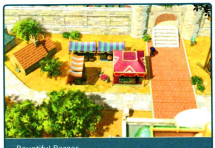
Item Gathered	Facility
Munchy Nut	Lv. 1
Prickled Pepper	Lv. 1
Runny Honey	Lv. 2
Shooting Star Salt	Lv. 3
Plain Cloth	Lv. 1
Sackcloth	Lv. 1
Heavy-Duty Cloth	Lv. 2
Quality Cloth	Lv. 3
Rough Cloth	Lv. 1
Stonewashed Cloth	Lv. 1
Comfy Cloth	Lv. 2
Cozy Cloth	Lv. 3
Wild Wool	Lv. 1
Heartwarming Wool	Lv. 1
Hardwearing Wool	Lv. 2
Snuggly Wool	Lv. 3
Lambkin Cotton	Lv. 1
Gloaming Cotton	Lv. 1
Greenglade Cotton	Lv. 2
Cloudhaze Cotton	Lv. 3
Snow-White Thread	Lv. 1
Coral-Pink Thread	Lv. 1
Lemon-Yellow Thread	Lv. 2
Slate-Grey Thread	Lv. 3
Simple String	Lv. 1
Coarse Cord	Lv. 1
Smart String	Lv. 2
Pretty Ribbon	Lv. 3
Humble Button	Lv. 1
Just-Right Button	Lv. 1
Bright Button	Lv. 2
Bully Button	Lv. 3

Bustling Bazaar

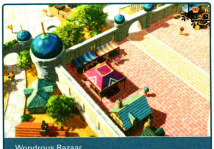
Item Gathered	Facility
Prickled Pepper	Lv. 1
Runny Honey	Lv. 1
Shooting Star Salt	Lv. 2
Sheermint	Lv. 3
Heavy-Duty Cloth	Lv. 1
Quality Cloth	Lv. 1
Cool Cloth	Lv. 2
Seraphic Silk	Lv. 3
Comfy Cloth	Lv. 1
Cozy Cloth	Lv. 1
Fluffy Cloth	Lv. 2
Footman's Brocade	Lv. 3
Hardwearing Wool	Lv. 1
Snuggly Wool	Lv. 1
Lovely Wool	Lv. 2
Ponderwool	Lv. 3
Greenglade Cotton	Lv. 1
Cloudhaze Cotton	Lv. 1
Raincloud Cotton	Lv. 2
Frostyfluff Cotton	Lv. 3
Lemon-Yellow Thread	Lv. 1
Slate-Grey Thread	Lv. 1
Grass-Green Thread	Lv. 2
Sea-Blue Thread	Lv. 3
Smart String	Lv. 1
Pretty Ribbon	Lv. 1
Chic Ribbon	Lv. 2
Stylish String	Lv. 3
Bright Button	Lv. 1
Bully Button	Lv. 1
Spring Bloom Button	Lv. 2
Summer Meadow Button	Lv. 3

Thriving Bazaar

Item Gathered	Facility
Munchy Nut	Lv. 1
Runny Honey	Lv. 1
Shooting Star Salt	Lv. 2
Sheermint	Lv. 3
Heavy-Duty Cloth	Lv. 1
Quality Cloth	Lv. 1
Cool Cloth	Lv. 2
Seraphic Silk	Lv. 3
Comfy Cloth	Lv. 1
Cozy Cloth	Lv. 1
Fluffy Cloth	Lv. 2
Footman's Brocade	Lv. 3
Hardwearing Wool	Lv. 1
Snuggly Wool	Lv. 1
Lovely Wool	Lv. 2
Ponderwool	Lv. 3
Greenglade Cotton	Lv. 1
Cloudhaze Cotton	Lv. 1
Raincloud Cotton	Lv. 2
Cuddlywarm Cotton	Lv. 3
Lemon-Yellow Thread	Lv. 1
Slate-Grey Thread	Lv. 1
Grass-Green Thread	Lv. 2
Sea-Blue Thread	Lv. 3
Smart String	Lv. 1
Pretty Ribbon	Lv. 1
Stylish String	Lv. 2
Chic Ribbon	Lv. 3
Bright Button	Lv. 1
Bully Button	Lv. 1
Spring Bloom Button	Lv. 2
Summer Meadow Button	Lv. 3



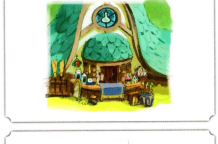
Bountiful Bazaar



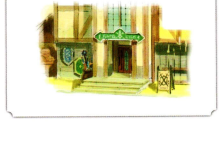
Wondrous Bazaar











Bountiful Bazaar

Item Gathered	Facility
Runny Honey	Lv. 1
Shooting Star Salt	Lv. 1
Sheermint	Lv. 2
Deathbreath Garlic	Lv. 3
Cool Cloth	Lv. 1
Seraphic Silk	Lv. 1
Spectral Silk	Lv. 2
Spritefire Silk	Lv. 3
Fluffy Cloth	Lv. 1
Footman's Brocade	Lv. 1
Knight's Brocade	Lv. 2
Rook's Brocade	Lv. 3
Lovely Wool	Lv. 1
Ponderwool	Lv. 1
Witch's Wool	Lv. 2
Pure Wool	Lv. 3
Raincloud Cotton	Lv. 1
Frostyfluff Cotton	Lv. 1
Cuddlywarm Cotton	Lv. 2
Woebegone Cotton	Lv. 3
Grass-Green Thread	Lv. 1
Sea-Blue Thread	Lv. 1
Fir-Green Thread	Lv. 2
Night-White Thread	Lv. 3
Stylish String	Lv. 1
Chic Ribbon	Lv. 1
Snazzy String	Lv. 2
Hip Ribbon	Lv. 3
Spring Bloom Button	Lv. 1
Summer Meadow Button	Lv. 1
Autumn Haze Button	Lv. 2
Winter Moon Button	Lv. 3

Wondrous Bazaar

Item Gathered	Facility
Runny Honey	Lv. 1
Shooting Star Salt	Lv. 1
Sheermint	Lv. 2
Deathbreath Garlic	Lv. 2
Cool Cloth	Lv. 1
Seraphic Silk	Lv. 1
Spectral Silk	Lv. 2
Spritefire Silk	Lv. 2
Fairy's Breath Silk	Lv. 3
Fluffy Cloth	Lv. 1
Footman's Brocade	Lv. 1
Knight's Brocade	Lv. 2
Rook's Brocade	Lv. 2
Queen's Brocade	Lv. 3
Lovely Wool	Lv. 1
Ponderwool	Lv. 1
Witch's Wool	Lv. 2
Pure Wool	Lv. 2
Impure Wool	Lv. 3
Raincloud Cotton	Lv. 1
Frostyfluff Cotton	Lv. 1
Cuddlywarm Cotton	Lv. 2
Woebegone Cotton	Lv. 2
Sunnysmile Cotton	Lv. 3
Grass-Green Thread	Lv. 1
Sea-Blue Thread	Lv. 1
Fir-Green Thread	Lv. 2
Night-White Thread	Lv. 2
Sunset Thread	Lv. 3
Stylish String	Lv. 1
Chic Ribbon	Lv. 1
Hip Ribbon	Lv. 2
Snazzy String	Lv. 2
Spring Bloom Button	Lv. 1
Summer Meadow Button	Lv. 1
Autumn Haze Button	Lv. 2
Winter Moon Button	Lv. 2
Soldier's Button	Lv. 3

Fish Markets

Fresh, Fresher & Freshest, Fine and, Fabulous Fish Market

Fish Markets are one of Evermore's most important gathering facilities for their range of useful materials. Fund these markets and citizens fond of the ocean will catch fish, seafood, shells, and corals for the kingdom.

Fresh Fish Market

Item Gathered	Facility
Coy Carp	Lv. 1
Flexible Fish	Lv. 1
Frilly Fish	Lv. 2
Wriggly Eel	Lv. 2
Cuttyfish	Lv. 3
Swayweed	Lv. 1
Seasilk	Lv. 1
Glam Clams	Lv. 2
Swellfish	Lv. 2
Scariwinkle	Lv. 3
Ebb Tide Shell	Lv. 1
High Tide Shell	Lv. 1
Waveskipper Shell	Lv. 2
Waveskater Shell	Lv. 3
Comely Coral	Lv. 1
Bonsai Coral	Lv. 1
Briar Coral	Lv. 2
Pincushion Coral	Lv. 3

Fresher & Freshest Fish Market

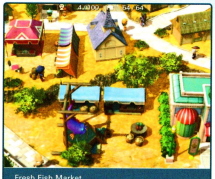
Item Gathered	Facility
Wriggly Eel	Lv. 1
Cuttyfish	Lv. 1
Swish Fish	Lv. 2
Devilish Fish	Lv. 2
Blimpfish	Lv. 3
Swellfish	Lv. 1
Scariwinkle	Lv. 1
Splendid Squid	Lv. 2
Socktopus	Lv. 2
Wee Urchins	Lv. 3
Waveskipper Shell	Lv. 1
Waveskater Shell	Lv. 1
Whirlpool Shell	Lv. 2
Maelstrom Shell	Lv. 3
Briar Coral	Lv. 1
Pincushion Coral	Lv. 1
Jade Coral	Lv. 2
Amber Coral	Lv. 3

Fine Fish Market

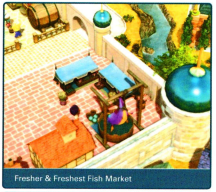
Item Gathered	Facility
Swish Fish	Lv. 1
Devilish Fish	Lv. 1
Blimpfish	Lv. 2
Breamweaver	Lv. 3
Splendid Squid	Lv. 1
Socktopus	Lv. 1
Wee Urchins	Lv. 2
Top Lobster	Lv. 3
Whirlpool Shell	Lv. 1
Maelstrom Shell	Lv. 1
Littlehorn Shell	Lv. 2
Bighorn Shell	Lv. 3
Jade Coral	Lv. 1
Amber Coral	Lv. 1
Hosepipe Coral	Lv. 2
Drainpipe Coral	Lv. 3

Fabulous Fish Market

Item Gathered	Facility
Swish Fish	Lv. 1
Devilish Fish	Lv. 1
Blimpfish	Lv. 2
Breamweaver	Lv. 2
Trophy Fish	Lv. 3
Splendid Squid	Lv. 1
Socktopus	Lv. 1
Wee Urchins	Lv. 2
Top Lobster	Lv. 2
Fab Crab	Lv. 3
Whirlpool Shell	Lv. 1
Maelstrom Shell	Lv. 1
Littlehorn Shell	Lv. 2
Bighorn Shell	Lv. 2
Warmflow Shell	Lv. 3
Jade Coral	Lv. 1
Amber Coral	Lv. 1
Hosepipe Coral	Lv. 2
Drainpipe Coral	Lv. 2
Electricoral	Lv. 3



Fresh Fish Market



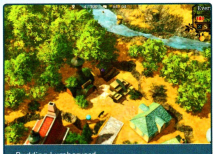
Fresher & Freshest Fish Market

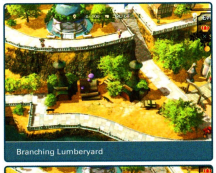


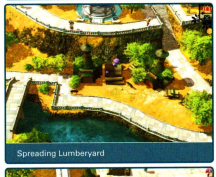
Fine Fish Market

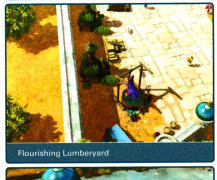


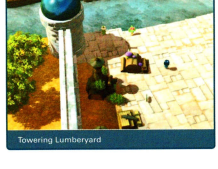
Fabulous Fish Market


Budding Lumberyard


Branching Lumberyard


Spreading Lumberyard


Flourishing Lumberyard


Towering Lumberyard

Lumberyards

Budding, Branching & Spreading, Flourishing, and Towering Lumberyard

Wood is always in demand, so the Lumberyards offer steady work for your more outdoorsy citizens. Although these gathering facilities largely deal out a wide spectrum of wood types, different resins and fungi can also be acquired through them.

Budding Lumberyard

Item Gathered	Facility
Mock Toadstool	Lv. 1
Cobbler's Nails	Lv. 1
Moonbeam Mushrooms	Lv. 2
Toadstool	Lv. 2
Gunkshrooms	Lv. 3
Lightweight Lumber	Lv. 1
Lumpen Lumber	Lv. 1
Solid Lumber	Lv. 2
Coarse-Grained Lumber	Lv. 3
Crude Sap	Lv. 1
Earthy Sap	Lv. 1
Grassy Sap	Lv. 2
Sour Sap	Lv. 3

Flourishing Lumberyard

Item Gathered	Facility
Bluesky Buttontops	Lv. 1
Grandad's Chair	Lv. 1
Cutesy Pops	Lv. 2
Sweet Dream Truffle	Lv. 3
Fine-Grained Lumber	Lv. 1
Jolly Lumber	Lv. 1
Grumpy Lumber	Lv. 2
Gloomy Lumber	Lv. 3
Scented Sap	Lv. 1
Scentless Sap	Lv. 1
Sweet Sap	Lv. 2
Inky Sap	Lv. 3

Branching & Spreading Lumberyard

Item Gathered	Facility
Toadstool	Lv. 1
Gunkshrooms	Lv. 1
Bluesky Buttontops	Lv. 2
Grandad's Chair	Lv. 2
Cutesy Pops	Lv. 3
Solid Lumber	Lv. 1
Coarse-Grained Lumber	Lv. 1
Fine-Grained Lumber	Lv. 2
Jolly Lumber	Lv. 3
Grassy Sap	Lv. 1
Sour Sap	Lv. 1
Scented Sap	Lv. 2
Scentless Sap	Lv. 3

Towering Lumberyard

Item Gathered	Facility
Bluesky Buttontops	Lv. 1
Grandad's Chair	Lv. 1
Cutesy Pops	Lv. 2
Sweet Dream Truffle	Lv. 2
Dusk Star	Lv. 3
Fine-Grained Lumber	Lv. 1
Jolly Lumber	Lv. 1
Grumpy Lumber	Lv. 2
Gloomy Lumber	Lv. 2
Lovely Lumber	Lv. 3
Scented Sap	Lv. 1
Scentless Sap	Lv. 1
Sweet Sap	Lv. 2
Inky Sap	Lv. 2
Aromatic Sap	Lv. 3

Farm

Verdant, Fertile & Flourishing, and Full-Fledged Farm

Kept watch over by unusually-expressive scarecrows, these gathering facilities specialize in harvesting a selection of agricultural produce. Farms grow a multitude of grains and vegetables, all useful for cooking up new dishes and feeding Higgledies.

Verdant Farm

Item Gathered	Facility
Hearty Wheat	Lv. 1
Mellowfat Peas	Lv. 1
Jinglewheat	Lv. 2
Brazen Beans	Lv. 2
Blossomwheat	Lv. 3
Yaht Peas	Lv. 3
Arrowhead Carrot	Lv. 1
Crybaby Onion	Lv. 1
Sun-Kissed Tomato	Lv. 2
Classic Cabbage	Lv. 2
Radiant Radish	Lv. 3
Rugged Spud	Lv. 3

Fertile & Flourishing Farm

Item Gathered	Facility
Jinglewheat	Lv. 1
Brazen Beans	Lv. 1
Blossomwheat	Lv. 2
Yaht Peas	Lv. 2
Lilywheat	Lv. 3
Cosmic Peas	Lv. 3
Sun-Kissed Tomato	Lv. 1
Classic Cabbage	Lv. 1
Radiant Radish	Lv. 2
Rugged Spud	Lv. 2
Loonycorn	Lv. 3
Beaubergine	Lv. 3

Full-Fledged Farm

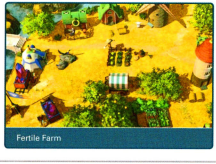
Item Gathered	Facility
Blossomwheat	Lv. 1
Yaht Peas	Lv. 1
Lilywheat	Lv. 2
Cosmic Peas	Lv. 2
Wonder Wheat	Lv. 2
Beanstalk Giant	Lv. 3
Radiant Radish	Lv. 1
Rugged Spud	Lv. 1
Loonycorn	Lv. 2
Beaubergine	Lv. 2
Prism Pepper	Lv. 2
Lampkin	Lv. 3



Flourishing Farm



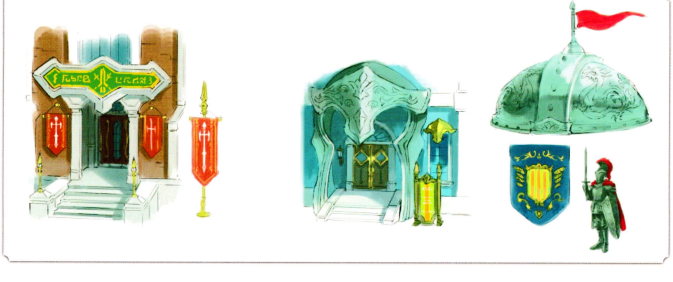
Verdant Farm

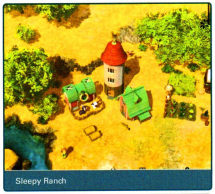


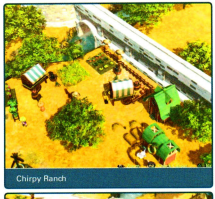
Fertile Farm

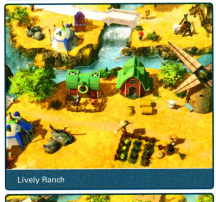


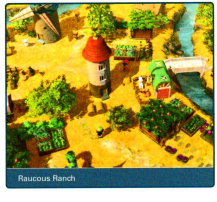
Full-Fledged Farm




Sleepy Ranch


Chirpy Ranch


Lively Ranch


Raucous Ranch

Ranch

Sleepy, Chirpy, Lively, and Raucous Ranch

Accompanied by fluffy llapacas, ranches compliment your Farms to help provide a balanced diet for Evermore's citizens. Meat, dairy products, and eggs can be obtained via these facilities.

Sleepy Ranch

Item Gathered	Facility
Lean Meat	Lv. 1
Middling Meat	Lv. 1
Bony Bits	Lv. 2
Tender Tripe	Lv. 3
Fresh Milk	Lv. 1
Single Cream	Lv. 1
Thick Yogurt	Lv. 2
Churned Butter	Lv. 3
Good Egg	Lv. 1
Dinky Eggs	Lv. 1
Jazz Egg	Lv. 2
Lesser-Spotted Egg	Lv. 2
Uptown Egg	Lv. 3

Chirpy Ranch

Item Gathered	Facility
Bony Bits	Lv. 1
Tender Tripe	Lv. 1
Mystery Meat	Lv. 2
Lardons	Lv. 3
Churned Butter	Lv. 1
Creamy Cheese	Lv. 1
Whole Milk	Lv. 2
Quadruple Cream	Lv. 3
Jazz Egg	Lv. 1
Lesser-Spotted Egg	Lv. 1
Uptown Egg	Lv. 2
Bad Egg	Lv. 2
Amiable Egg	Lv. 3

Lively Ranch

Item Gathered	Facility
Bony Bits	Lv. 1
Tender Tripe	Lv. 1
Brawny Meat	Lv. 2
Chunky Meat	Lv. 3
Churned Butter	Lv. 1
Creamy Cheese	Lv. 1
Better Butter	Lv. 2
Mature Cheese	Lv. 3
Jazz Egg	Lv. 1
Lesser-Spotted Egg	Lv. 1
Uptown Egg	Lv. 2
Bad Egg	Lv. 2
Amiable Egg	Lv. 3

Raucous Ranch

Item Gathered	Facility
Mystery Meat	Lv. 1
Brawny Meat	Lv. 1
Lardons	Lv. 2
Gamey Meat	Lv. 2
Melt-in-the-Mouth Meat	Lv. 3
Whole Milk	Lv. 1
Quadruple Cream	Lv. 1
Better Butter	Lv.
Mature Cheese	Lv. 2
Scrumptious Yogurt	Lv. 2
Bad Egg	Lv. 1
Amiable Egg	Lv. 1
Egg Shell	Lv. 2
Mammoth Egg	Lv. 2
Golden Egg	Lv. 3

Market Garden

Minor, Medium, Major, and Massive Market Garden

The last of the agriculture-based gathering facilities, Market Gardens put an emphasis on cultivating fruits and flowers. Thanks to their productivity, the residents of Evermore can adhere to the age-old saying "A Swirly Apple a day keeps the doctor away!"

Minor Market Garden

Item Gathered	Facility
Thorngerine	Lv. 1
Swirly Apple	Lv. 1
Bananza	Lv. 2
Awwberries	Lv. 2
Good-Time Grapes	Lv. 3
Quiltaloupe	Lv. 3
Ruby Huebloom	Lv. 1
Emerald Huebloom	Lv. 1
Coral Huebloom	Lv. 1
Sapphire Huebloom	Lv. 2
Citrine Huebloom	Lv. 2
Amethyst Huebloom	Lv. 3

Medium Market Garden

Item Gathered	Facility
Thorngerine	Lv. 1
Swirly Apple	Lv. 1
Bananza	Lv. 2
Awwberries	Lv. 2
Good-Time Grapes	Lv. 3
Quiltaloupe	Lv. 3
Sapphire Huebloom	Lv. 1
Citrine Huebloom	Lv. 1
Coral Huebloom	Lv. 1
Ruby Huebloom	Lv. 2
Emerald Huebloom	Lv. 2
Amethyst Huebloom	Lv. 3

Major Market Garden

Item Gathered	Facility
Awwberries	Lv. 1
Good-Time Grapes	Lv. 1
Quiltaloupe	Lv. 2
Blushing Peach	Lv. 2
Rhino Pineapple	Lv. 3
Moongo	Lv. 3
Ruby Huebloom	Lv. 1
Emerald Huebloom	Lv. 1
Coral Huebloom	Lv. 1
Amethyst Huebloom	Lv. 2
Smoky Quartz Huebloom	Lv. 2
Diamond Huebloom	Lv. 3



Minor Market Garden



Medium Market Garden



Major Market Garden



Massive Market Garden

Massive Market Garden

Item Gathered	Facility
Awwberries	Lv. 1
Good-Time Grapes	Lv. 1
Quiltaloupe	Lv. 2
Blushing Peach	Lv. 2
Rhino Pineapple	Lv. 2
Moongo	Lv. 2
Noon Glory	Lv. 3
Sapphire Huebloom	Lv. 1
Citrine Huebloom	Lv. 1
Coral Huebloom	Lv. 1
Amethyst Huebloom	Lv. 2
Smoky Quartz Huebloom	Lv. 2
Diamond Huebloom	Lv. 2
Onyx Huebloom	Lv. 3

Evermore Barracks & Evermore Elite Barracks

Barracks are integral for steeling one's army in preparation for the conflicts that loom on the horizon. Completed researches from either building will improve your chances of victory in Skirmish Battles.

Evermore Barracks

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Advanced Shock Tactics	An improved shock tactic whose power sends enemies flying in every direction.	170	2400	35000	Lv. 1	Army has 5 or more Unit Commanders.
More Might	Enables much more efficient formations that result in a bigger Might Gauge (+15%).	100	150	5500	Lv. 1	—
More Spoils of War	Causes enemies to flee in panic, leaving more money behind on the battlefield (+10%).	150	1350	20000	Lv. 2	—
Improved Command Post Efficacy	Improves frontline support, boosting the military might added by command posts (+5%).	150	1350	20000	Lv. 3	—
Better Guts-Getting	Basic strategic training that increases the speed at which the Guts Gauge fills (+10%).	170	2400	35000	Lv. 3	Staff member knows "Canine Smarts."
Improved Command Post Defenses	Adds siege towers to Evermore's defenses in order to fortify them further.	200	3500	40000	Lv. 4	—

Evermore Elite Barracks

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Ultimate Shock Tactics	The ultimate shock tactic, in which all units are completely healed.	330	55000	240000	Lv. 1	"Advanced Shock Tactics" completed. Army has 15 or more Unit Commanders.
Even More Might	Enables perfectly efficient formations that result in a much bigger Might Gauge (+15%).	270	22000	130000	Lv. 1	"More Might" completed.
Even More Spoils of War	Causes enemies to flee in terror, leaving lots more items on the battlefield (+2%).	300	30000	170000	Lv. 2	Staff member knows "Charisma."
Ultimate Command Post Efficacy	Perfects frontline support so command posts add a lot more military might (+25%).	300	30000	170000	Lv. 3	—
Ultimate Guts-Getting	Advanced strategic training that greatly increases how fast the Guts Gauge fills (+20%).	400	70000	240000	Lv. 3	Staff member knows "Air of Danger."
Ultimate Command Post Defenses	Adds cannons to Evermore's defenses in order to fortify them further.	460	95000	260000	Lv. 4	Staff member is Master of "Canine Smarts."

Basic Training Ground & Officer's Training Ground

The more enemies Evan and his companions overcome on their quest to unify the world, the more experienced they become. Both Training Ground Facilities are geared toward getting even more from the battles fought along the way, by raising the amount of experience points earned post-combat, including for Skirmish Battles.

Basic Training Ground

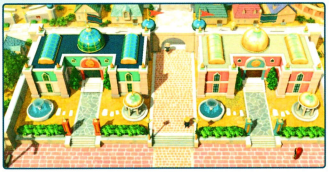
Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Improved Party Member Experience	Heightens party members' awareness in battle, allowing them to earn more EXP.	150	1350	20000	Lv. 1	—
Improved Skirmish Experience	An intensive training program that results in higher EXP earnings from skirmishes.	150	1350	20000	Lv. 2	Staff member knows "Dogged Bearing."
Improved Citizen Experience	Training that enables citizens to realize more of their EXP-earning potential.	170	2400	35000	Lv. 3	—
Improved Reserve Experience	Allows party members not taking part in battle to earn more EXP.	200	3500	40000	Lv. 4	—

Officer's Training Ground

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Ultimate Party Member Experience	Maximizes party members' awareness in battle, making them earn a lot more EXP (+10%).	300	30000	170000	Lv. 1	—
Ultimate Skirmish Experience	A top training program that will earn you much more EXP from skirmishes (+20%).	300	30000	170000	Lv. 2	Staff member knows "Indefatigability."
Ultimate Citizen Experience	Training that enables citizens to realize their full EXP-earning potential (+30%).	330	55000	230000	Lv. 3	—
Ultimate Reserve Experience	Allows party members not taking part in battle to earn a lot more EXP (+7%).	400	70000	240000	Lv. 4	Staff member is Master of "Deep Dedication."

Institute of Innovation & Higher Innovation

Here you can concentrate on making your kingdom run all the more efficiently! Virtually every research topic from either Institute is well worth the time and money you'll need to invest, since they slash a variety of costs and improve the rate at which certain actions are performed.



Institute of Innovation

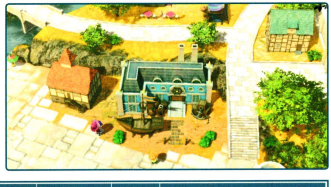
Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Improved Resource Gathering	Improves material-gathering techniques, speeding up citizens' item accumulation (+20%).	150	1350	20000	Lv. 1	—
Better Construction Efficiency	Reduces waste from the construction process, lowering build cost by 20%.	150	1350	20000	Lv. 1	Staff member knows "Builder's Eye."
Better Improvement Efficiency	Identifies efficient ways to improve facilities, reducing level-up cost by 20%.	270	22000	130000	Lv. 4	Staff member knows "Builder's Eye."
Reduced Research Costs	Standardizes and formalizes research methodology, reducing costs by 20%.	200	3500	40000	Lv. 2	—
Improved Research Speed	A revolutionary new research approach that reduces dev. times by 10%.	220	6750	60000	Lv. 3	—
Better Research Boosts	Uses high-tech equipment to improve techniques that boost research speed (+5%).	270	22000	130000	Lv. 4	Staff member knows "Technophilia."

Institute of Higher Innovation

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Ultimate Resource-Gathering	Optimizes material-gathering techniques, greatly speeding up item accumulation (+30%).	235	10000	80000	Lv. 1	—
Ultimate Construction Efficiency	Eliminates waste from the construction process, lowering build cost by 30%.	235	10000	80000	Lv. 1	Staff member is Master of "Builder's Eye."
Ultimate Improvement Efficiency	Streamlines facility improvement hugely, reducing level-up cost by 30%.	460	95000	260000	Lv. 4	Staff member is Master of "Builder's Eye."
Slashed Research Costs	Further systematizes research methodology, reducing costs by 30%.	330	55000	230000	Lv. 2	—
Ultimate Research Speed	A complex, incredibly efficient research approach that reduces dev. times by 20%.	400	70000	240000	Lv. 3	—
Ultimate Research Boosts	Uses cutting-edge kit to greatly improve techniques that boost research speed (+10%).	460	95000	260000	Lv. 4	Staff member is Master of "Technophilia." Staff member knows "The Zip Effect."

Ship-Shape Shipyard

This facility is accessible from chapter 5-2 onwards, after acquiring the boat in Capstan-upon-Hull. If you wish to make refinements to your vessel or unlock other benefits relating to naval traversal, then the Ship-Shape Shipyard will be your go-to destination.



Ship-Shape Shipyard

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
High-Speed Helmsmanship	A technique that uses clever rudder control to help a ship move more quickly.	170	2400	35000	Lv. 1	Staff member knows "Even-Keeled."
Basic Stealth Boat Building	Cuts down on unnecessary noise when sailing, helping to evade enemies' notice.	200	3500	40000	Lv. 1	Staff member knows "Even-Keeled."
Advanced Stealth Boat Building	Eliminates noise when sailing, allowing one to pass most enemies by unnoticed.	235	10000	80000	Lv. 3	Staff member is Master of "Even-Keeled."
Better Flotsam-Spotting	Enables valuable objects in the ocean to be more easily spotted and recovered.	220	6750	60000	Lv. 2	Two staff members know "Even-Keeled."
Ultimate Flotsam-Spotting	Enables incredibly rare oceanic objects to be more easily spotted and recovered.	330	55000	230000	Lv. 4	Two staff members are Masters of "Even-Keeled."



Explorer's Guild & Expert Explorer's Guild

Here you can increase the amount of materials that can be stored within your kingdom, which will prove to be lucrative in the long term. We suggest prioritizing these particular topics as one of your earliest acquisitions.

Explorer's Guild

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirments
Brisk Stroll	Puts a spring in your step, allowing you to whizz around the world with ease (+15%).	100	150	5700	Lv. 1	Staff member knows "Outdoorsiness."
Improved Smash and Grab	Makes smashing up objects a little more fun by having it yield more guilders (+20%).	120	500	10000	Lv. 1	Staff member knows "Sky Savvy."
Store More Stuff I	An elegant, efficient storage solution that increases the size of your stores slightly (+50).	150	1350	20000	Lv. 1	—
Store More Stuff II	A cleverly concocted storage solution that ups the size of your stores a fair bit (+100).	220	6750	60000	Lv. 4	—
Improved Foraging Techniques	Enables valuable objects to be more easily spotted and recovered on land.	170	2400	35000	Lv. 2	—
Make Your Food Go Further	A clever cooking method that causes food to make you feel fuller for longer (+120sec).	200	3500	40000	Lv. 3	Staff member knows "Nomad's Heart."

Expert Explorer's Guild

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Extreme Smash and Grab	Makes smashing up objects even more fun by having it yield yet more guilders (+30%).	235	10000	80000	Lv. 1	Staff member is Veteran at "Sky Savvy."
Gift of the Gods of Destruction	Makes smashing up objects irresistible by having it always yield lovely loot!	460	95000	260000	Lv. 3	Staff member is Master of "Sky Savvy."
Store More Stuff III	A super-smart storage solution that ups the size of your stores quite a lot (+300).	300	30000	170000	Lv. 1	—
Store More Stuff IV	An almost uncanny storage solution that ups the size of your stores stupendously (+499).	540	200000	330000	Lv. 4	—
Ultimate Foraging Techniques	Allows incredibly rare objects to be more easily spotted and recovered on land.	330	55000	230000	Lv. 2	—
Make Your Food Go Even Further	A clever cooking method that sees food make you feel fuller for even longer (+180sec).	400	70000	240000	Lv. 3	Staff member knows "Rover's Soul."



Kingmaker's Cathedral

A glorious shrine in honor of the benevolent Lofty! Evan's charismatic companion is quite adept at chucking energy balls in the face of adversity, and this trait receives a boost from research you conduct here.

Kingmaker's Cathedral

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Kingmaker's Blessing	A prayer for healing that makes lofty give you more green balls.	170	2400	35000	Lv. 1	—
Kingmaker's Better Blessing	A powerful prayer for healing that makes Lofty give you a lot more green balls.	300	30000	170000	Lv. 3	"Kingmaker's Blessing" completed. Staff member knows "Metaphysicality."
Kingmaker's Boon	A prayer for aid from on high that makes Lofty give you more blue balls.	200	3500	40000	Lv. 1	—
Kingmaker's Better Boon	A prayer for aid from on high that makes Lofty give you a lot more blue balls.	400	70000	240000	Lv. 4	"Kingmaker's Boon" completed. Staff member knows "Metaphysicality."
Kingmaker's Bounty	A prayer for protection that makes Lofty give you more green, gold, and blue balls (+10%).	235	10000	80000	Lv. 2	—
Kingmaker's Better Bounty	A prayer for protection that makes Lofty give you a lot more green, gold, and blue balls (+20%).	460	95000	260000	Lv. 4	"Kingmaker's Bounty" completed. Staff member knows "Sacred Sight."

Hubble-Bubblery & Hyper Hubble-Bubblery

The research benefits from these facilities are two-fold: the spoils enemies drop upon their defeat will become more valuable, and you'll supply the kingdom's Everyday General Store with medicine items that provide more bang for your buck. We recommend that you complete the research here sooner rather than later!



Hubble-Bubblery

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Money Magnetism	A neat little trick that can cause enemies to drop more money in battle (+10%).	100	150	5500	Lv. 1	—
Quality Control	A special prayer that can bump up the quality of items enemies drop (+1).	200	3500	40000	Lv. 4	—
Bags of Balls	An arcane sigil that causes enemies to drop more blue and green balls (+20%).	120	500	10000	Lv. 2	—
Apothecary's Creed: Basic	Basic medicine-mixing knowledge that adds to the line-up at the general store.	170	2400	35000	Lv. 3	—
Apothecary's Creed: Intermediate	Mid-level medicine-mixing knowledge to broaden the line-up at the general store.	270	22000	130000	Lv. 4	Staff member knows "Cauldron Sense." "Apothecary's Creed: Basic" completed.

Hyper Hubble-Bubblery

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Advanced Money Magnetism	An even neater trick that can cause foes to drop a lot more money in battle (+20%).	270	22000	130000	Lv. 1	—
Advanced Quality Control	A special prayer that can really bump up the quality of items enemies drop (+1).	460	95000	260000	Lv. 4	Staff member knows "Hedge Magic."
Buckets of Balls	An arcane sigil that causes enemies to drop a lot more blue and green balls (+30%).	300	30000	170000	Lv. 2	Staff member knows "Sorcerer's Instinct."
Apothecary's Creed: Advanced	Advanced medicine-mixing knowledge to broaden the line-up at the general store.	400	70000	240000	Lv. 3	Staff member knows "Cauldron Sense." "Apothecary's Creed: Intermediate" completed.
Hyperstimulation	An...unorthodox technique that can make medicines restore more HP and MP (+30%).	490	150000	300000	Lv. 4	Staff member is Master of "Cauldron Sense."

Dimensional Lab & Multi-Dimensional Lab

These facilities handle everything relating to the Dreamer's Mazes tucked away inside the Dreamer's Doors. Research topics found here bring you some conveniences that make exploring these otherworldly dungeons and collecting the rewards within just a little bit easier.



Dimensional Lab

Research Name	Feature	IQ Req.	KG Cost	Influence Gained	Facility	Additional Requirements
Safer Dimensional Delving Vol. I	Makes Dreamer's Mazes safer by slowing down the Danger Gauge a little (+10%).	150	1350	20000	Lv. 1	—
Safer Dimensional Delving Vol. II	Makes Dreamer's Mazes even safer by slowing down the Danger Gauge a lot (+20%).	220	6750	60000	Lv. 3	Staff member knows "Astrologer's Gift."
Orb-Smashing Avoidance	Avoids destroying orbs, meaning you get more pink balls in Dreamer's Mazes (+15%).	120	500	10000	Lv. 1	—
Orb-Drop Doubler	Adds an energy to attacks that can cause Dreamer's Maze foes to drop two orbs (15% chance).	170	2400	35000	Lv. 2	Staff member knows "Metaphysicality."
In-Built Idol Locator	A sixth sense that allows you to detect nearby idols in Dreamer's Mazes (100m range).	170	2400	35000	Lv. 1	—
Dreamer's Door Detector	A sixth sense that allows you to detect nearby doors in Dreamer's Mazes (100m range).	200	3500	40000	Lv. 1	—
Dimensional Treasure Tracker	A sixth sense that allows you to detect nearby chests in Dreamer's Mazes (100m range).	220	6750	60000	Lv. 2	—
Fruitful Dimensional Delving Vol. I	Sharpens the senses when in Dreamer's Mazes so more items can be found (+10%).	220	6750	60000	Lv. 3	—
Bountiful Dimensional Delving Vol. I	Helps the user sniff out treasure chests in Dreamer's Mazes more easily (+5%).	300	30000	170000	Lv. 4	—

		Multi-Dimensional Lab				
Research Name	Feature	IQ Req.	KG Cost	Infl. Gained	Facility	Additional Requirements
Safer Dimensional Delving Vol. III	Makes Dreamer's Mazes super-safe by hugely slowing down the Danger Gauge (+30%).	270	22000	130000	Lv. 1	—
Safer Dimensional Delving Vol. IV	Makes Dreamer's Mazes a breeze by as good as stopping the Danger Gauge (+40%).	400	70000	240000	Lv. 3	Staff member is Master of "Astrologer's Gift."
Advanced Orb-Smashing Avoidance	Totally avoids destroying orbs so you get lots more pink balls in Dreamer's Mazes (+25%).	235	10000	80000	Lv. 1	—
Advanced Orb-Drop Doubler	Influences attacks so they often cause Dreamer's Maze foes to drop two orbs (+20% chance).	300	30000	170000	Lv. 2	"Orb-Drop Doubler" completed. Staff member is Master of "Metaphysicality."
Advanced In-Built Idol Locator	A sixth sense that allows you to detect even far-off idols in Dreamer's Mazes (999m range).	300	30000	170000	Lv. 1	"In-Built Idol Locator" completed.
Advanced Dreamer's Door Detector	A sixth sense that allows you to detect even far-off doors in Dreamer's Mazes (999m range).	330	55000	240000	Lv. 1	"Dreamer's Door Detector" completed.
Dimensional Treasure-Tracker Mk II	A sixth sense that allows you to detect even far-off chests in Dreamer's Mazes (999m range).	400	70000	240000	Lv. 2	"Dimensional Treasure-Tracker" completed. Staff member knows "Expert's Instinct."
Fruitful Dimensional Delving Vol. II	Heightens the senses when in Dreamer's Mazes so even more items can be found (+20%).	400	70000	240000	Lv. 3	Two staff members know "Expert's Instinct."
Bountiful Dimensional Delving Vol. II	Helps the user sniff out treasure chests in Dreamer's Mazes even more easily (+15%).	460	95000	260000	Lv. 4	Staff member is Master of "Expert's Instinct." Staff member is Master of "Astrologer's Gift."

Everyday General Store

Helmed by a Sky Pirate shopkeep named Gerel, this facility has the potential to sell an astonishing abundance of products at big discounts! You can only accomplish this by leveling up the business and researching relevant topics elsewhere, but it'll be well worth it once all the pieces fall into place.



Everyday General Store

Soreaway	—	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
Three-Leafed Soreaway	Apothecary's Creed: Basic	★★☆☆☆	— 150G/135G/119G/105G
Four-Leafed Soreaway	Apothecary's Creed: Intermediate	★★★☆☆	— 330G/297G/263G/231G
Sovereign Soreaway	Apothecary's Creed: Advanced	★★★★☆	— 700G/630G/559G/490G
Soreaway Sweet	Apothecary's Creed: Intermediate	★★★★☆	— 250G/225G/199G/175G
Sovereign Soreaway Sweet	Apothecary's Creed: Advanced	★★★★☆	— 2000G/1800G/1599G/1400G
Sixth Censer	—	★☆☆☆☆	Facility Level Required: Lv. 1 200G/180G/159G/140G
Strong Sixth Censer	Apothecary's Creed: Basic	★★☆☆☆	— 400G/360G/319G/280G
Superior Sixth Censer	Apothecary's Creed: Intermediate	★★★☆☆	— 600G/540G/479G/420G
Supreme Sixth Censer	Apothecary's Creed: Advanced	★★★★☆	— 1000G/900G/799G/700G
Sage's Secret	Requires completion of Side Quest 106	★★★☆☆	— 800G/720G/639G/560G
Great Sage's Secret	Apothecary's Creed: Advanced	★★★★☆	— 1400G/1260G/1119G/980G
Angel's Tear	—	★★☆☆☆	Facility Level Required: Lv. 1 1000G/900G/799G/700G
Savior's Tear	Requires completion of Side Quest 106	★★★★☆	— 2000G/1800G/1599G/1400G
Venom-Be-Gone	Apothecary's Creed: Basic	★☆☆☆☆	Facility Level Required: Lv. 1 100G/90G/79G/70G
Sleep-Be-Gone	—	★☆☆☆☆	Facility Level Required: Lv. 1 100G/90G/79G/70G
Chill-Be Gone	Apothecary's Creed: Intermediate	★☆☆☆☆	— 100G/90G/79G/70G
Hush-Be-Gone	Apothecary's Creed: Basic	★☆☆☆☆	Facility Level Required: Lv. 1 100G/90G/79G/70G

Everyday General Store

Confusion-Be-Gone	Apothecary's Creed: Intermediate	★☆☆☆☆	— 100G/90G/79G/70G
All-Be-Gone	Requires completion of Side Quest 106	★★☆☆☆	— 400G/360G/319G/280G
Hearty Wheat	—	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
Jinglewheat	—	★☆☆☆☆	Facility Level Required: Lv. 2 —/80G/72G/63G
Blossomwheat	—	★☆☆☆☆	Facility Level Required: Lv. 4 —/—/—/200G
Mellowfat Peas	—	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
Brazen Beans	—	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/140G/126G
Crybaby Onion	—	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
Arrowhead Carrot	—	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
Sun-Kissed Tomato	—	★☆☆☆☆	Facility Level Required: Lv. 2 —/80G/72G/63G
Classic Cabbage	—	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/80G/72G
Rugged Spud	—	★☆☆☆☆	Facility Level Required: Lv. 4 —/—/—/200G
Swirly Apple	—	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
Thorngerine	—	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G

Everyday General Store

	Bananza —	★☆☆☆☆	Facility Level Required: Lv. 2 —/80G/72G/63G
	Awwberries —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/140G/126G
	Good-Time Grapes —	★☆☆☆☆	Facility Level Required: Lv. 4 —/—/—/140G
	Lean Meat —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	Middling Meat —	★★☆☆☆	Facility Level Required: Lv. 1 140G/126G/111G/98G
	Bony Bits —	★☆☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	Chunky Meat —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G
	Tender Tripe —	★★★☆☆	Facility Level Required: Lv. 4 —/—/—/350G
	Coy Carp —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	Flexible Fish —	★☆☆☆☆	Facility Level Required: Lv. 1 200G/180G/159G/140G
	Frilly Fish —	★☆☆☆☆	Facility Level Required: Lv. 2 —/200G/180G/159G
	Wriggly Eel —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G
	Swish Fish —	★★★☆☆	Facility Level Required: Lv. 4 —/—/—/600G
	Glam Clams —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	Swayweed —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	Swellfish —	★☆☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	Seasilk —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G
	Scariwinkle —	★★★☆☆	Facility Level Required: Lv. 4 —/—/—/350G
	Fresh Milk —	★☆☆☆☆	Facility Level Required: Lv. 1 140G/126G/111G/98G
	Single Cream —	★☆☆☆☆	Facility Level Required: Lv. 1 140G/126G/111G/98G
	Thick Yogurt —	★☆☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	Churned Butter —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/140G/126G
	Creamy Cheese —	★☆☆☆☆	Facility Level Required: Lv. 4 —/—/—/140G
	Good Egg —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	Dinky Eggs —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	Jazz Egg —	★☆☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	Uptown Egg —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/140G/126G
	Lesser-Spotted Egg —	★★☆☆☆	Facility Level Required: Lv. 4 —/—/—/200G
	Mock Toadstool —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	Toadstool —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	Cobbler's Nails —	★☆☆☆☆	Facility Level Required: Lv. 2 —/80G/72G/63G
	Gunkshrooms —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/80G/72G
	Moonbeam Mushrooms —	★☆☆☆☆	Facility Level Required: Lv. 4 —/—/—/140G
	Munchy Nut —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G

Everyday General Store

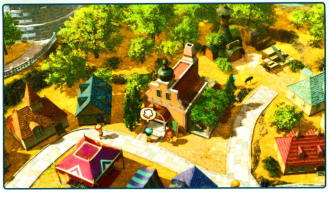
	**Prickled Pepper** —	★★☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	**Runny Honey** —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G
	**Shooting Star Salt** —	★☆☆☆☆	Facility Level Required: Lv. 4 —/—/—/350G
	Secret Sauce Requires completion of Side Quest 116	★★★★★	— 2000G/2000G/2000G/2000G
	**Plain Cloth** —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	**Sackcloth** —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	**Heavy-Duty Cloth** —	★★☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	**Quality Cloth** —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G
	**Cool Cloth** —	★★☆☆☆	Facility Level Required: Lv. 4 —/—/—/350G
	**Rough Cloth** —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	Stonewashed Cloth —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	**Comfy Cloth** —	★☆☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	**Cozy Cloth** —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G
	**Fluffy Cloth** —	★☆☆☆☆	Facility Level Required: Lv. 4 —/—/—/350G
	Wild Wool —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	**Heartwarming Wool** —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	**Hardwearing Wool** —	★☆☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	Snuggly Wool —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G
	**Lovely Wool** —	★★☆☆☆	Facility Level Required: Lv. 4 —/—/—/350G
	**Shabby Leather** —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	**Shoe Leather** —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	**Dark and Scaly Leather** —	★☆☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	**Dark and Stormy Leather** —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G
	**Knobbly Leather** —	★★☆☆☆	Facility Level Required: Lv. 4 —/—/—/350G
	Shaggy Fur —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	**Rugged Fur** —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	**Fierce Fur** —	★★☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	**Fearless Fur** —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G
	Fine Fur —	★★☆☆☆	Facility Level Required: Lv. 4 —/—/—/350G
	**Lambkin Cotton** —	★☆☆☆☆	Facility Level Required: Lv. 1 50G/45G/39G/35G
	**Gloaming Cotton** —	★☆☆☆☆	Facility Level Required: Lv. 1 80G/72G/63G/56G
	Greenglade Cotton —	★☆☆☆☆	Facility Level Required: Lv. 2 —/140G/126G/111G
	**Cloudhaze Cotton** —	★☆☆☆☆	Facility Level Required: Lv. 3 —/—/200G/180G

Everyday General Store		
Raincloud Cotton —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Snow-White Thread —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Coral-Pink Thread —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Lemon-Yellow Thread —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Slate-Grey Thread —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Grass-Green Thread —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Simple String —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Coarse Cord —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Smart String —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Pretty Ribbon —	★★★★★	Facility Level Required: Lv. 3 —/—/140G/126G
Stylish String —	★★★★★	Facility Level Required: Lv. 4 —/—/—/600G
Humble Button —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Just-Right Button —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Bright Button —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Bully Button —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Spring Bloom Button —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Coral Huebloom —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Emerald Huebloom —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Ruby Huebloom —	★★★★★	Facility Level Required: Lv. 2 —/80G/72G/63G
Sapphire Huebloom —	★★★★★	Facility Level Required: Lv. 3 —/—/80G/72G
Citrine Huebloom —	★★★★★	Facility Level Required: Lv. 4 —/—/—/80G
Iron Nugget —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Copper Nugget —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Silver Nugget —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Steely Nugget —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Gold Nugget —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Clear Crystal —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Verdant Crystal —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Crimson Crystal —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111
Milky Crystal —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Dark Crystal —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Lightweight Lumber —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35
Lumpen Lumber —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G

Everyday General Store		
Solid Lumber —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Coarse-Grained Lumber —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Fine-Grained Lumber —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Crude Sap —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Earthy Sap —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Grassy Sap —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Sour Sap —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Scented Sap —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Base Bone —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Flat Bone —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Sturdy Bone —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Spiky Bone —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Twisty Bone —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Fledgling Feather —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Waddleduck Feather —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Polyparrot Feather —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Candy-Owl Feather —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Cloud Crow Feather —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Ebb Tide Shell —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
High Tide Shell —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56G
Waveskipper Shell —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Waveskater Shell —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Whirlpool Shell —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Comely Coral —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Bonsai Coral —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56
Briar Coral —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111
Pincushion Coral —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Jade Coral —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G
Fresh Wonderwater —	★★★★★	Facility Level Required: Lv. 1 50G/45G/39G/35G
Holy Wonderwater —	★★★★★	Facility Level Required: Lv. 1 80G/72G/63G/56
Babbling Wonderwater —	★★★★★	Facility Level Required: Lv. 2 —/140G/126G/111G
Oasis Wonderwater —	★★★★★	Facility Level Required: Lv. 3 —/—/200G/180G
Simmering Wonderwater —	★★★★★	Facility Level Required: Lv. 4 —/—/—/350G

Tasty's Cookshop

Tasty's Cookshop serves all your citizens' fine-dining needs. Floyd (the resident chef de cuisine) is capable of cooking up a multitude of appetizing dishes. New delicacies are added by from cookbooks you've discovered or earned as Side Quest rewards, or by leveling up the Facility.



Cookery Level 1

Freshly Baked Bread — 100 G
Requires Nothing
- Hearty Wheat x1
- Good Egg x1

Crabapple Tea — 300 G
Requires Fabulous Fairy-Tale Fare
- Swirly Apple x2
- Sheermint x1

Om-Nom-Nomelet — 400 G
Requires Fabulous Fairy-Tale Fare
- Mellowfat Peas x1
- Arrowhead Carrot x1
- Good Egg x2

Sardine Sandwich — 100 G
Requires Fabulous Fairy-Tale Fare
- Jinglewheat x1
- Coy Carp x1

Dice Dumplings — 200 G
Requires The Gambling Gourmand
- Lean Meat x2
- Seasilk x1
- Bluesky Buttontops x1

Gotta-Fly Flakes — 350 G
Requires Brain Fuel: How to Eat Smart
- Loonycorn x1
- Bananza x1
- Fresh Milk x1

Cookery Level 2

Country Corn Soup — 150 G
Requires Fabulous Fairy-Tale Fare
- Loonycorn x1
- Fresh Milk x2

Milkmaid's Delight — 350 G
Requires Fabulous Fairy-Tale Fare
- Swirly Apple x1
- Fresh Milk x1
- Single Cream x1
- Dinky Eggs x1

Hot Streak Spicy Noodles — 650 G
Requires The Gambling Gourmand
- Jinglewheat x2
- Mystery Meat x1
- Prickled Pepper x1

Potluck Potsticker — 400 G
Requires The Gambling Gourmand
- Classic Cabbage x1
- Beaubergine x1
- Mystery Meat x1
- Mock Toadstool x1
- Deathbreath Garlic x1

Centaur's Blood — 300 G
Requires A Seafood Odyssey
- Good-Time Grapes x3

Siren's Salad — 800 G
Requires A Seafood Odyssey
- Swish Fish x1
- Devilish Fish x1
- Sour Salts x1

Cookery Level 3

Fish Supper — 900 G
Requires Fabulous Fairy-Tale Fare
- Hearty Wheat x1
- Flexible Fish x2
- Churned Butter x2
- Jazz Egg x1

Frothy Coffee — 700 G
Requires Fabulous Fairy-Tale Fare
- Whole Milk x2
- Munchy Nut x1
- Runny Honey x1

Peachy Player's Punch — 300 G
Requires The Gambling Gourmand
- Blushing Peach x1
- Fresh Milk x2

Ice Cream Cornucopia — 700 G
Requires A Seafood Odyssey
- Thorngerine x1
- Awwberries x1
- Sour Salts x1

Mermaid's Delight — 900 G
Requires A Seafood Odyssey
- Lilywheat x1
- Cuttyfish x1
- Churned Butter x1
- Stardust Pepper x1

Ocean's Bounty — 900 G
Requires A Seafood Odyssey
- Wonder Wheat x1
- Prism Pepper x1
- Glam Clams x1
- Swellfish x1
- Scariwinkle x1

Shot-O-Salad — 350 G
Requires Brain Fuel: How to Eat Smart
- Cosmic Peas x1
- Arrowhead Carrot x1
- Classic Cabbage x1
- Loonycorn x1
- Prism Pepper x1

Cookery Level 4

Cozy Curry — 1100 G

Requires Fabulous Fairy-Tale Fare

- Wonder Wheat x1
- Arrowhead Carrot x1
- Rugged Spud x1
- Crybaby Onion x1
- Bony Bits x1

Pile o' Pancakes — 800 G

Requires Fabulous Fairy-Tale Fare

- Blossomwheat x1
- Thorngerine x1
- Awwberries x1
- Whole Milk x1
- Jazz Egg x2

Fruits of Fortune — 500 G

Requires The Gambling Gourmand

- Blushing Peach x1
- Rhino Pineapple x1
- Single Cream x1
- Runny Honey x1

Bona Fide Fried Game — 1100 G

Requires Brain Fuel: How to Eat Smart

- Gamey Meat x1
- Uptown Egg x1
- Stardust Pepper x1

Get-Up-and-Gonuts — 500 G

Requires Brain Fuel: How to Eat Smart

- Blossomwheat x1
- Fresh Milk x1
- Better Butter x1
- Dinky Eggs x1

Cookery Level 5

Double-Down Dumplings — 500 G

Requires The Gambling Gourmand

- Blossomwheat x1
- Brazen Beans x1
- Munchy Nut x1

Victor's Volcano — 800 G

Requires The Gambling Gourmand

- Yaht Peas x1
- Mystery Meat x1
- Prickled Pepper x2
- Deathbreath Garlic x1

Medusa's Hair — 900 G

Requires A Seafood Odyssey

- Lilywheat x1
- Sun-Kissed Tomato x1
- Splendid Squid x1
- Socktopus x1

Zephyr Zabaglione — 500 G

Requires A Seafood Odyssey

- Thorngerine x1
- Bananza x1
- Moongo x1
- Rhino Pineapple x1

Cookery Level 6

Hot-Tip Tea — 900 G

Requires The Gambling Gourmand

- Brazen Beans x1
- Swayweed x1
- Seasilk x1
- Sweet Dream Truffle x1
- Bitter Broth x1

Aquarium Jelly — 600 G

Requires A Seafood Odyssey

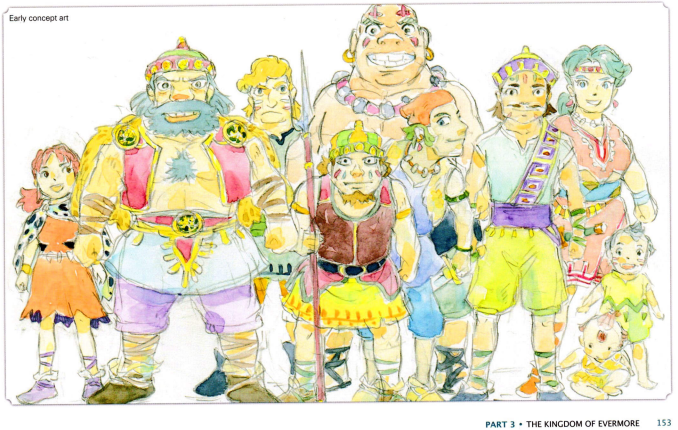
- Good-Time Grapes x1
- Quiltaloupe x1
- Moongo x1
- Single Cream x1

Good Ol' Eggnog — 700 G

Requires Brain Fuel: How to Eat Smart

- Whole Milk x1
- Single Cream x1
- Lesser-Spotted Egg x1
- Amiable Egg x1

Early concept art



Mom's Meat Pie — 1300 G



Requires **Brain Fuel: How to Eat Smart**

- Jinglewheat x1
- Lean Meat x1
- Middling Meat x1
- Tender Tripe x1
- Chunky Meat x1

Cookery Level 7

Kraken's Catch — 3200 G



Requires **A Seafood Odyssey**

- Breamweaver x1
- Trophy Fish x1
- Wee Urchins x1
- Better Butter x1
- Quadruple Cream x1

Big Cheese Cake — 1500 G



Requires **Brain Fuel: How to Eat Smart**

- Mature Cheese x1
- Quadruple Cream x1
- Scrumptious Yogurt x1
- Mammoth Egg x1
- Sour Salts x1

The CEO — 1400 G



Requires **Brain Fuel: How to Eat Smart**

- Blossomwheat x1
- Sun-Kissed Tomato x1
- Brawny Meat x1
- Creamy Cheese x1
- Bad Egg x1

Gooey Curry — 900 G



Requires **How the Ancients Ate**

- Brazen Beans x1
- Coy Carp x1
- Wriggly Eel x1
- Seasilk x1
- Grandad's Chair x1

Mush Kebab — 700 G



Requires **How the Ancients Ate**

- Thick Yogurt x1
- Toadstool x1
- Gunkshrooms x1
- Bluesky Buttontops x1
- Grandad's Chair x1

Cookery Level 8

Steak Dinner — 3000 G



Requires **Fabulous Fairy-Tale Fare**

- Crybaby Onion x2
- Melt-in-the-Mouth Meat x1
- Uptown Egg x2
- Shooting Star Salt x1
- Stardust Pepper x1

Lucky Lobster — 3400 G



Requires **The Gambling Gourmand**

- Sun-Kissed Tomato x1
- Top Lobster x1
- Jazz Egg x1
- Mock Toadstool x1
- Prickled Pepper x1

Classy Lassi — 800 G



Requires **How the Ancients Ate**

- Quiltaloupe x1
- Fresh Milk x1
- Single Cream x1
- Thick Yogurt x1
- Runny Honey x1

Fruity Fried Rice — 3400 G



Requires **How the Ancients Ate**

- Wonder Wheat x1
- Good-Time Grapes x1
- Awwberries x1
- Scrumptious Yogurt x1
- Munchy Nut x1

Gloopy Curry — 1500 G



Requires **How the Ancients Ate**

- Mellowfat Peas x1
- Middling Meat x1
- Chunky Meat x1
- Lardons x1
- Melt-in-the-Mouth Meat x1

Cookery Level 9

Meat Jackpot — 4800 G



Requires **The Gambling Gourmand**

- Brawny Meat x1
- Tender Tripe x1
- Chunky Meat x1
- Lardons x1
- Secret Sauce x1

Hydropolitan Stew — 1300 G



Requires **A Seafood Odyssey**

- Sun-Kissed Tomato x1
- Blimpfish x1
- Top Lobster x1
- Fab Crab x1
- Deathbreath Garlic x1

Executive Steak — 4000 G



Requires **Brain Fuel: How to Eat Smart**

- Gamey Meat x1
- Melt-in-the-Mouth Meat x1
- Shooting Star Salt x1
- Stardust Pepper x1
- Deathbreath Garlic x1

Rocket Fuel — 1500 G



Requires **Brain Fuel: How to Eat Smart**

- Beanstalk Giant x1
- Rugged Spud x1
- Beaubergine x1
- Swaywood x1
- Sheermint x1

Killer Kebab — 3300 G



Requires **How the Ancients Ate**

- Gamey Meat x1
- Sweet Dream Truffle x1
- Prickled Pepper x1
- Bitter Broth x1
- Shooting Star Salt x1

Cookery Level 10

Genie Juice — 2000 G



Requires **How the Ancients Ate**

- Noon Glory x1
- Gamey Meat x1
- Frilly Fish x1
- Cobbler's Nails x1
- Sweet Dream Truffle x1

Molten Curry — 1400 G



Requires **How the Ancients Ate**

- Blimpfish x1
- Bad Egg x1
- Egg Shell x1
- Moonbeam Mushrooms x1
- Dusk Star x1

Rosehip Tart — 1700 G



Requires **How the Ancients Ate**

- Blossomwheat x1
- Blushing Peach x1
- Quadruple Cream x1
- Amiable Egg x1
- Gunkshrooms x1

Sultan's Crown — 3000 G



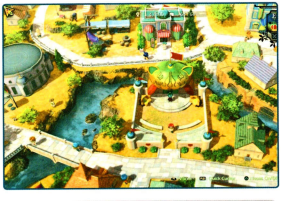
Requires **How the Ancients Ate**

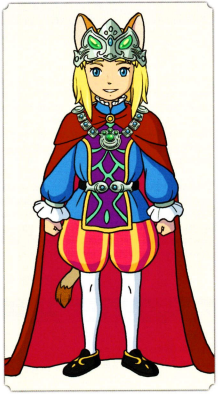
- Cosmic Peas x1
- Lampkin x1
- Noon Glory x1
- Golden Egg x1
- Cutesy Pops x1

Symphonium

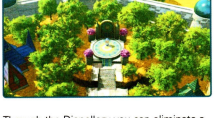
Symphonium			
	Song Unlocked	Acquisition	Page
01	Theme from Ni no Kuni II	Reward for completing Side Quest 048	340
02	Happily Ever After	Reward for completing Side Quest 161	392
03	The Great Outdoors	Obtained from Blue Chest F02	597
04	The High Seas	Obtained from Red Chest B02	601
05	The Boundless Skies	Obtained from Red Chest A26	597
06	Evan's Kingdom	Reward for completing Side Quest 170	397
07	City of Hunger	Reward for completing Side Quest 034	333
08	Kingdom by the Sea	Reward for completing Side Quest 062	345
09	City of the Future	Reward for completing Side Quest 092	390
10	In the Kingdom of the Mice	Reward for completing Side Quest 152	388
11	The Toppled Throne	Reward for completing Side Quest 129	377
12	The Escape	Obtained from Red Chest B0 in the Old Well	623
13	Treacherous Valley	Obtained from Red Chest 22 in Cloudcoal Canyon	617
14	Forest of Mysteries	Obtained from Red Chest 37 in the Forest of Niall	619
15	Deep Sea Cave	Obtained from Red Chest 54 in the Abyss	620
16	The Factory Floor	Obtained from Red Chest 62 on Dynafloor No. 3 of the Factory Floors	621
17	The Lost Kingdom	Reward for completing Side Quest 168	397
18	Let Battle Commence	Obtained from Blue Chest F05	599
19	Into the Fray	Obtained from Red Chest F50	598
20	Boss Battle	Reward for defeating Tainted Monster 27: Skrych as part of Side Quest 075	531
21	Kingmaker's Theme	Reward for defeating Tainted Monster 30: Swellhorn	534
22	Fateful Encounter	Reward for defeating Tainted Monster 48: Starless Knight as part of Side Quest 161	552
23	The Final Showdown	Reward for defeating Tainted Monster 49: Ziggy	553
24	Carefree Days	Mandatory purchase from Morgan in Capstan-upon-Hull for 5000G as part of Side Quest 106	365
25	There is Hope	Reward for completing Side Quest 144	384
26	Painful Memories	Reward for completing Side Quest 164	395
27	Leavetaking	Reward for completing Side Quest 060	344
28	Dark Rite	Reward for completing Side Quest 155	389
29	The Curious Boy	Reward for completing Side Quest 066	347
30	Here Come the Higgledies!	Reward for completing Side Quest 087	357
31	To Arms!	Reward for completing Side Quest 022	327

A spiffy facility fit for the musically inclined! In addition to gaining more Influence for the kingdom, it allows you to play back songs from Ni No Kuni II's soundtrack. After retrieving one of 31 Songbook pages, of course!





Dispellery



Through the Dispellery you can eliminate a curse that's preventing a weapon or armor piece from reaching its full potential, which is very handy indeed. There's a catch, however: first, the facility needs to employ a citizen with the "Dispeller's Eye" special skill (which only Li Li has) and secondly, it can only expunge the more formidable curse tiers after leveling up the building itself. Curses!

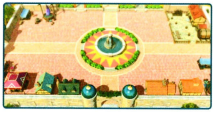
There are three different tiers of curses (Accursed, Ill-Omened and Blighted) and the Guilder price attached to this purification procedure is calculated both from these tiers and the rarity level of a particular weapon or armor piece.

Sage's Salon



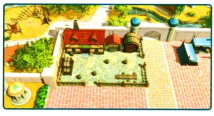
Looking to reduce the amount of time it takes to rank up a citizen? Then look no further than the Sage's Salon! Anyone stationed here will earn extra experience during their stay; up to a maximum of six citizens can stay at once when this Facility is leveled up.

Aranella Square



Constructing this facility rewards you with an extraordinary amount of Influence compared to most structures, but Aranella Square—named after Evan's trusted mentor—also grants permission to build a select number of extra facilities (from kingdom Level 2 onwards).

Goodfellows Inn



Akin to Aranella Square, Goodfellows Inn is one of the most profitable Influence purchases for the kingdom of Evermore, especially if you go through the effort of leveling it up. After all, what would a city be without a hallmark hostelry?

Evermoria Gardens



A beautiful, decorative park. Plenty of Influence will be bestowed upon your kingdom once it blossoms into existence (especially after leveling it up) and this facility also allows for improving the Kingmaker's Cathedral.

The Path to Building Evermore

In this section we present a series of charts that list all purchases and upgrades at each possible kingdom level, covering both facilities and researches, in a recommended purchasing order.

Note that if a specific citizen is required to complete a step then we've included their name beside the usual citizen icon in these entries.

Thanks to the relatively open-ended nature of kingdom management, it is very possible for individual players to carve paths that are completely different to our own with great success, so we don't intend for you to follow our suggestions to the letter. If your personal preferences lie elsewhere, then merely view this section as complimentary information!

Kingdom Level 1

001 Evermore Castle
Gain Kingdom Level 1
— KG — None
Available at the start of Chapter 4.

002 Evermore Outfitters
Build Level 1 Facility
350 KG +15000 None
Starts with 8 craftable armor pieces and accessories.

003 Evermore Spellworks
Build Level 1 Facility
350 KG +15000 None

004 Higglery
Build Level 1 Facility
350 KG +15000 None
Starts with 5 craftable Higgledies.

005 Evermore Weapon Workshop
Build Level 1 Facility
350 KG +15000 None
Starts with 6 craftable weapons.

006 Evermore Weapon Workshop
Lv. 1 Melee Weapon Development
150 KG +4000 None
Provides 9 additional craftable melee weapons.

007 Everyday General Store
Build Level 1 Facility
200 KG +10000 None
Starts with 61 items for sale.

008 Tasty's Cookshop
Build Level 1 Facility
200 KG +10000 None
Starts with 1 food dish to cook and purchase.

009 Sleepy Ranch
Build Level 1 Facility
240 KG +12000 None
Starts with 6 gatherable materials.

010 Budding Lumberyard
Build Level 1 Facility
240 KG +12000 None
Starts with 6 gatherable materials.

011 Hunting Lodge No. 1
Build Level 1 Facility
240 KG +12000 None
Starts with 8 gatherable materials.

012 Mining Camp No. 1
Build Level 1 Facility
240 KG +12000 None
Starts with 6 gatherable materials.

013 Explorer's Guild
Build Level 1 Facility
250 KG +12500 None

014 Explorer's Guild
Store More Stuff I
1350 KG +20000
None
Stores now hold a maximum of 50 materials.

015 Hubble-Bubblery
Build Level 1 Facility
250 KG +12500
None

016 Hubble-Bubblery
Money Magnetism
150 KG +5500
None
Defeated enemies leave behind more Guilders.

017 Hubble-Bubblery
Level Up Facility to Lv. 2
2200 KG +22000
None

018 Hubble-Bubblery
Level Up Facility to Lv. 3
5000 KG +45000
None

019 Hubble-Bubblery
Apothecary's Creed: Basic
2400 KG +35000
None
Expands the Everyday General Store's catalog with 4 medicines.

020 Evermore Barracks
Build Level 1 Facility
250 KG +12500
None

021 Evermore Barracks
More Might
150 KG +5500
None
Recommended due to constant use of this resource in Skirmish Battles.

022 Evermore Barracks
Advanced Shock Tactics
2400 KG +35000
5 Unit Commanders
Recommended due to frequent use of this resource in Skirmish Battles.

023 Evermore Weapon Workshop
Lv. 1 Ranged Weapon Development
150 KG +5500
None
Provides 9 additional craftable ranged weapons.

024 Evermore Outfitters
Lv. 1 Armor Development
150 KG +5500
None
Provides 3 additional craftable pieces of armor.

025 Evermore Castle
Level up your Kingdom to Lv. 2
5000 KG +150000
None
Requires a minimum of 25 citizens and 10 facilities.

026 Humble Bazaar
Build Level 1 Facility
240 KG +12000
None
Starts with 16 gatherable materials.

027 Fresh Fish Market
Build Level 1 Facility
240 KG +12000
None
Starts with 8 gatherable materials.

028 Verdant Farm
Build Level 1 Facility
240 KG +12000
None
Starts with 4 gatherable materials.

029 Explorer's Guild
Brisk Stroll
150 KG +5700
Hoi Den or Filippos
Improves your on-foot movement speed.

030 Hubble-Bubblery
Bags of Balls
500 KG +10000
None
Defeated enemies leave behind even more balls.

031 Evermore Weapon Workshop
Efficient Weapon Development I
500 KG +10000
None
Reduces the price tag of crafted weapons.

032 Evermore Weapon Workshop
Quality Weapon Development I
3500 KG +40000
Fitch or Ah Chu
Raises the quality of crafted weapons.

033 Evermore Outfitters
Efficient Apparel Development I
500 KG +10000
None
Reduces the price tag of crafted armor pieces and accessories.

034 Evermore Outfitters
Quality Apparel Development I
3500 KG +40000
Pi Chi or Ritter
Raises the quality of crafted armor pieces and accessories.

035 Evermore Spellworks
Efficient Spell Development I
500 KG +10000
None
Reduces the price tag of crafted spells.

036 Higglery
Cook Great Higgledies for Less
500 KG +10000
Auntie Martha
Reduces the price tag of crafted Higgledies.

037 Higglery
Higgledy-Rearing for Beginners
1350 KG +20000
Auntie Martha
Raises the experience Higgledies earn when nurtured.

038 Sleepy Ranch
Level Up Facility to Lv. 2
2100 KG +21000
None
Provides 4 additional gatherable materials.

039 Budding Lumberyard
Level Up Facility to Lv. 2
2100 KG +21000
None
Provides 4 additional gatherable materials.

040 Hunting Lodge No. 1
Level Up Facility to Lv. 2
2100 KG +21000
None
Provides 4 additional gatherable materials.

041 Mining Camp No. 1
Level Up Facility to Lv. 2
2100 KG +21000
None
Provides 4 additional gatherable materials.

042 Humble Bazaar
Level Up Facility to Lv. 2
2100 KG +21000
None
Provides 8 additional gatherable materials.

043 Fresh Fish Market
Level Up Facility to Lv. 2
2100 KG +21000
None
Provides 6 additional gatherable materials.

044 Verdant Farm
Level Up Facility to Lv. 2
2100 KG +21000
None
Provides 4 additional gatherable materials.

045 Evermore Weapon Workshop
Lv. 2 Melee Weapon Development
1350 KG +20000
None
Provides 9 additional craftable melee weapons.

046 Evermore Weapon Workshop
Lv. 2 Ranged Weapon Development
1350 KG +20000
None
Provides 7 additional craftable ranged weapons.

047 Evermore Outfitters
Lv. 2 Armor Development
1350 KG +20000
None
Provides 4 additional craftable pieces of armor.

048 Evermore Outfitters
Lv. 1 Accessory Development
150 KG +5500
None
Provides 7 additional craftable accessories.

049 Evermore Outfitters
Lv. 2 Accessory Development
1350 KG +20000
None
Provides 9 additional craftable accessories.

050 Evermore Spellworks
Lv. 1 Spell Development
150 KG +5500
None
Makes 5 additional spells available.

051 Evermore Spellworks
Lv. 2 Spell Development
1350 KG +20000
None
Shares learnable knowledge of 6 additional spells.

052 Higglery
My First Higgledy Cookbook
150 KG +5500
Auntie Martha
Provides 6 additional craftable Higgledies.

053 Higglery
My Second Higgledy Cookbook
1350 KG +20000
Auntie Martha
Provides 12 additional craftable Higgledies.

054 Explorer's Guild
Level Up Facility to Lv. 2
2200 KG +22000
None

055 Explorer's Guild
Level Up Facility to Lv. 3
5000 KG +45000
None

056 Evermore Barracks
Level Up Facility to Lv. 2
2200 KG +22000
None

057 Evermore Barracks
Level Up Facility to Lv. 3
5000 KG +45000
None

058 Explorer's Guild
Improved Foraging Techniques
2400 KG +35000
None
Forage Points contain more valuable items.

059 Explorer's Guild
Make Your Food Go Further
3500 KG +40000
Tabbias
Effects from consumed dishes last longer.

060 Evermore Barracks
More Spoils of War
1350 KG +20000
None
Enemies in Skirmish Battles leave behind more Guilders upon defeat.

061 Evermore Barracks
Improved Command Post Efficacy
1350 KG +20000
None
Boosts Military Might gains from 20 per second to 25.

062 Evermore Barracks
Better Guts-Getting
2400 KG +35000
Gao Jia or Bai Gon
Fills up your Guts Gauge even faster.

063 Explorer's Guild
Improved Smash and Grab
500 KG +10000
Khunbish
Objects leave behind more Guilders when smashed.

Kingdom Level 2

064 Evermore Castle
Expand Coffers to Level 2
3000 KG +—
None
Increases the size of your Coffers to hold up to 15000 Kingsguilders.

065 Evermore Castle
Expand Coffers to Level 3
10000 KG +—
None
Increases the size of your coffers to hold up to 30000 Kingsguilders.

066 Aranella Square
Build Level 1 Facility
25000 KG +550000
None
One of the biggest Influence boosts to the kingdom.

067 Institute of Innovation
Build Level 1 Facility
4500 KG +89000
None

068 Institute of Innovation
Improved Resource-Gathering
1350 KG +20000
None
Recommended for increasing gathering facility yields.

069 Institute of Innovation
Better Construction Efficiency
1350 KG +20000
Chi Pi or Roden
Recommended for increased cost-efficiency of facilities.

070 Institute of Innovation
Level Up Facility to Lv. 2
12500 KG +93000
None

071 Institute of Innovation
Reduced Research Costs
3500 KG +40000
None
Recommended for increased cost-efficiency of research topics.

072 Institute of Innovation
Level Up Facility to Lv. 3
25000 KG +170000
None

073 Institute of Innovation
Improved Research Speed
6750 KG +60000
None
Recommended for less time-consuming research.

074 Institute of Innovation
Level Up Facility to Lv. 4
60000 KG +340000
None

075 Institute of Innovation
Better Improvement Efficiency
22000 KG +130000
Chi Pi or Roden
Recommended for increased cost-efficiency of leveling up facilities.

076 Institute of Innovation
Better Research Boosts
22000 KG +130000
Brooke
Recommended for less time-consuming research.

077 Explorer's Guild
Level Up Facility to Lv. 4
11000 KG +85000
None

078 Explorer's Guild
Store More Stuff II
6750 KG +60000
None
Stores now hold a maximum of 150 materials.

079 Hubble-Bubblery
Level Up Facility to Lv. 4
11000 KG +85000
None

080 Hubble-Bubblery
Apothecary's Creed: Intermediate
22000 KG +130000
Da Xing or Thetis
Expands the Everyday General Store's catalog with 5 medicines.

081 Hubble-Bubblery
Quality Control
3500 KG +40000
None
Raises the quality of items left behind by defeated enemies.

082 Everyday General Store
Level Up Facility to Lv. 2
4000 KG +37000
None
Provides an additional 29 items for sale.

083 Everyday General Store
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides an additional 29 items for sale.

084 Goodfellows Inn.
Build Level 1 Facility
20000 KG +450000
None
One of the biggest Influence boosts in the Kingdom.

085 Evermore Castle
Expand Coffers to Level 4
20000 KG +—
None
Increases the size of your Coffers to hold up to 80000 Kingsguilders.

086 Branching Lumberyard
Build Level 1 Facility
2900 KG +64000
None
Starts with 6 gatherable materials.

087 Spreading Lumberyard
Build Level 1 Facility
2900 KG +64000
None
Starts with 6 gatherable materials.

088 Bustling Bazaar
Build Level 1 Facility
2900 KG +64000
None
Starts with 16 gatherable materials.

089 Thriving Bazaar
Build Level 1 Facility
2900 KG +64000
None
Starts with 16 gatherable materials.

090 Fresher Fish Market
Build Level 1 Facility
2900 KG +64000
None
Starts with 8 gatherable materials.

091 Freshest Fish Market
Build Level 1 Facility
2900 KG +64000
None
Starts with 8 gatherable materials.

092 Mining Camp No. 2
Build Level 1 Facility
2900 KG +64000
None
Starts with 7 gatherable materials.

093 Mining Camp No. 3
Build Level 1 Facility
2900 KG +64000
None
Starts with 7 gatherable materials.

094 Hunting Lodge No. 2
Build Level 1 Facility
2900 KG +64000
None
Starts with 8 gatherable materials.

095 Hunting Lodge No. 3
Build Level 1 Facility
2900 KG +64000
None
Starts with 8 gatherable materials.

096 Chirpy Ranch
Build Level 1 Facility
3700 KG +77000
None
Starts with 6 gatherable materials.

097 Lively Ranch
Build Level 1 Facility
3700 KG +77000
None
Starts with 6 gatherable materials.

098 Fertile Farm
Build Level 1 Facility
3700 KG +77000
None
Starts with 4 gatherable materials.

099 Flourishing Farm
Build Level 1 Facility
3700 KG +77000
None
Starts with 4 gatherable materials.

100 Minor Market Garden
Build Level 1 Facility
1200 KG +34000
None
Starts with 5 gatherable materials.

101 Medium Market Garden
Build Level 1 Facility
2900 KG +64000
None
Starts with 5 gatherable materials.

102 Evermore Castle
Level up your Kingdom to Lv. 3
100000 KG +2000000
None
Requires a minimum of 50 Citizens and 35 Facilities.

103 Evermore Weapon Workshop
Level Up Facility to Lv. 2
4000 KG +37000
None

104 Evermore Weapon Workshop
Efficient Weapon Development II
6750 KG +60000
Fitch or Ah Chu
Further reduces the price tag of crafted weapons.

105 Evermore Weapon Workshop
Skill Unlocking Secrets: Weapons
3500 KG +40000
None
Uncovers extra latent abilities within a weapon.

106 Evermore Weapon Workshop
Level Up Facility to Lv. 3
30000 KG +200000
None

107 Evermore Weapon Workshop
Quality Weapon Development II
22000 KG +130000
Peleus or Brodie
Further raises the quality of crafted weapons.

108 Evermore Weapon Workshop
Full Potential and Further: Weapons
22000 KG +130000
None
Allows you to improve the potency of weapons up to 10 times.

109 Evermore Outfitters
Level Up Facility to Lv. 2
4000 KG +37000
None

110 Evermore Outfitters
Efficient Apparel Development II
6750 KG +60000
Pi Chi or Ritter
Further reduces the price tag of crafted armor pieces and accessories.

111 Evermore Outfitters
Skill Unlocking Secrets: Apparel
3500 KG +40000
None
Uncovers extra latent abilities within armor pieces and accessories.

112 Evermore Outfitters
Level Up Facility to Lv. 3
30000 KG +200000
None

113 Evermore Outfitters
Quality Apparel Development II
22000 KG +130000
Crispin or Grampuss
Further raises the quality of crafted armor pieces and accessories.

114 Evermore Outfitters
Full Potential and Further: Apparel
22000 KG +130000
None
Allows you to improve the potency of armor pieces and accessories up to 10 times.

115 Evermore Spellworks
Level Up Facility to Lv. 2
4000 KG +37000
None

116 Evermore Spellworks
Level Up Facility to Lv. 3
30000 KG +200000
None

117 Evermore Spellworks
Efficient Spell Development II
6750 KG +60000
Triton
Further reduces the price tag of crafted spells.

118 Evermore Spellworks
Specific Spell Dev.: Spring Lock
10000 KG +80000
None
Opens up 19 blue chests locked by magic.

119 Higglery
Level Up Facility to Lv. 2
4000 KG +37000
None

120 Higglery
Higgledy-Rearing for Professionals
10000 KG +80000
Auntie Martha
Further raises the experience Higgledies earn when nurtured.

121 Higglery
Level Up Facility to Lv. 3
30000 KG +200000
None

122 Higglery
Cook Great Higgledies for Even Less
22000 KG +130000
Auntie Martha & Candy
Further reduces the price tag of crafted Higgledies.

123 Budding Lumberyard
Level Up Facility to Lv. 3
7000 KG +60000
None
Provides 3 additional gatherable materials.

124 Branching Lumberyard
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 4 additional gatherable materials.

125 Spreading Lumberyard
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 4 additional gatherable materials.

126 Humble Bazaar
Level Up Facility to Lv. 3
7000 KG +60000
None
Provides 8 additional gatherable materials.

127 Bustling Bazaar
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 8 additional gatherable materials.

128 Thriving Bazaar
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 8 additional gatherable materials.

129 Fresh Fish Market
Level Up Facility to Lv. 3
7000 KG +60000
None
Provides 4 additional gatherable materials.

130 Fresher Fish Market
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 6 additional gatherable materials.

131 Freshest Fish Market
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 6 additional gatherable materials.

132 Mining Camp No. 1
Level Up Facility to Lv. 3
7000 KG +60000
None
Provides 4 additional gatherable materials.

133 Mining Camp No. 2
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 4 additional gatherable materials.

134 Mining Camp No. 3
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 4 additional gatherable materials.

135 Hunting Lodge No. 1
Level Up Facility to Lv. 3
7000 KG +60000
None
Provides 4 additional gatherable materials.

136 Hunting Lodge No. 2
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 4 additional gatherable materials.

137 Hunting Lodge No. 3
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 4 additional gatherable materials.

138 Sleepy Ranch
Level Up Facility to Lv. 3
7000 KG +60000
None
Provides 3 additional gatherable materials.

139 Chirpy Ranch
Level Up Facility to Lv. 2
10500 KG +81000
None
Provides 4 additional gatherable materials.

140 Lively Ranch
Level Up Facility to Lv. 2
10500 KG +81000
None
Provides 4 additional gatherable materials.

141 Verdant Farm
Level Up Facility to Lv. 3
7000 KG +60000
None
Provides 4 additional gatherable materials.

142 Fertile Farm
Level Up Facility to Lv. 2
10500 KG +81000
None
Provides 4 additional gatherable materials.

143 Flourishing Farm
Level Up Facility to Lv. 2
10500 KG +81000
None
Provides 4 additional gatherable materials.

144 Minor Market Garden
Level Up Facility to Lv. 2
8500 KG +69000
None
Provides 4 additional gatherable materials.

145 Medium Market Garden
Level Up Facility to Lv. 2
9800 KG +77000
None
Provides 4 additional gatherable materials.

146 Evermore Weapon Workshop
Lv. 3 Melee Weapon Development
3500 KG +40000
Fitch or Ah Chu
Provides 6 additional craftable Melee Weapons.

147 Evermore Weapon Workshop
Lv. 3 Ranged Weapon Development
3500 KG +40000
None
Provides 6 additional craftable Ranged Weapons.

148 Evermore Weapon Workshop
Lv. 4 Melee Weapon Development
10000 KG +80000
None
Provides 6 additional craftable Melee Weapons.

149 Evermore Weapon Workshop
Lv. 4 Ranged Weapon Development
10000 KG +80000
Peleus or Brodie
Provides 6 additional craftable Ranged Weapons.

150 Evermore Outfitters
Lv. 3 Armor Development
3500 KG +40000
Pi Chi or Ritter
Provides 3 additional craftable pieces of Armor.

151 Evermore Outfitters
Lv. 3 Accessory Development
3500 KG +40000
None
Provides 10 additional craftable Accessories.

152 Evermore Outfitters
Lv. 4 Armor Development
10000 KG +80000
None
Provides 3 additional craftable pieces of Armor.

153 Evermore Outfitters
Lv. 4 Accessory Development
10000 KG +80000
Bracken
Provides 7 additional craftable Accessories. Accessible after Chapter 7-1.

154 Evermore Spellworks
Lv. 3 Spell Development
3500 KG +40000
None
Shares learnable knowledge of 5 additional spells.

155 Evermore Spellworks
Lv. 4 Spell Development
10000 KG +80000
Leander
Shares learnable knowledge of 4 additional spells.

156 Higglery
My Third Higgledy Cookbook
3500 KG +40000
Auntie Martha
Provides 9 additional craftable Higgledies.

157 Higglery
My Fourth Higgledy Cookbook
10000 KG +80000
Auntie Martha
Provides 8 additional craftable Higgledies.

158 Higglery
My Fifth Higgledy Cookbook
30000 KG +170000
Auntie Martha & Alice
Provides 10 additional craftable Higgledies.

159 Evermore Spellworks
Specific Spell Dev.: Nature's Tongue
3500 KG +40000
None
Relevant to Side Quests #060 and #082.

160 Evermore Spellworks
Specific Spell Dev.: Spirit Medium
6750 KG +60000
Hau Ling
Relevant to Side Quest 042.

161 Evermore Spellworks
Specific Spell Dev.: Rejuvenate
22000 KG +130000
Leander
Relevant to Side Quests #051 and #080.

162 Dispellery
Build Level 1 Facility
11000 KG +195000
None
Purifies Accursed, Ill-Omened or Blighted equipment up to Rarity Level 3.

163 Sage's Salon
Build Level 1 Facility
23500 KG +350000
None
Citizens can be stationed here for faster experience gains.

164 Basic Training Ground
Build Level 1 Facility
4500 KG +89000
None

165 Basic Training Ground
Improved Party Member Experience
1350 KG +20000
None
Raises experience earned by your party members.

166 Basic Training Ground
Level Up Facility to Lv. 2
12500 KG +93000
None

167 Basic Training Ground
Improved Skirmish Experience
1350 KG +20000
Long Mein or Drew
Raises experience earned by your Skirmish Battle Units.

168 Basic Training Ground
Level Up Facility to Lv. 3
25000 KG +170000
None

169 Basic Training Ground
Improved Citizen Experience
2400 KG +35000
None
Raises experience earned by your Citizens.

170 Dimensional Lab
Build Level 1 Facility
4500 KG +89000
None

171 Dimensional Lab
Safer Dimensional Delving Vol. I
1350 KG +20000
None
Recommended for lowering the difficulty in Dreamer's Mazes.

172 Dimensional Lab
In-Built Idol Locator
2400 KG +35000
None
Recommended for easily detecting a valuable asset.

173 Dimensional Lab
Dreamer's Door Detector
3500 KG +40000
None
Recommended for easily finding the entrance to a Dreamer's Maze's next floor.

174 Dimensional Lab
Level Up Facility to Lv. 2
12500 KG +93000
None

175 Dimensional Lab
Level Up Facility to Lv. 3
25000 KG +170000
None

176 Dimensional Lab
Safer Dimensional Delving Vol. II
6750 KG +60000
Hau Ling
Recommended for further lowering the difficulty in Dreamer's Mazes.

177 Dimensional Lab
Fruitful Dimensional Delving Vol. I
6750 KG +60000
None
More items within the Dreamer's Mazes can be found.

178 Dimensional Lab
Level Up Facility to Lv. 4
60000 KG +340000
None

179 Dimensional Lab
Orb-Smashing Avoidance
500 KG +10000
None
Increases likelihood of obtaining pink balls in Dreamer's Mazes.

180 Dimensional Lab
Orb-Drop Doubler
2400 KG +35000
Speio
Enemies in Dreamer's Mazes drop more pink balls upon their defeat.

181 Dimensional Lab
Dimensional Treasure-Tracker
6750 KG +60000
None
Recommended for easily finding treasure chests in Dreamer's Mazes.

182 Dimensional Lab
Bountiful Dimensional Delving Vol. I
30000 KG +170000
None
More treasure chests within the Dreamer's Mazes can be found.

183 Evermore Barracks
Level Up Facility to Lv. 4
11000 KG +85000
None

184 Evermore Barracks
Improved Command Post Defenses
3500 KG +40000
None
Relevant for 7 "Invasion in Evermore" Skirmish Battles.

185 Ship-Shape Shipyard
Build Level 1 Facility
3800 KG +79000
None

186 Ship-Shape Shipyard
High-Speed Helmsmanship
2400 KG +35000
Ketch or Tiller
Improves movement speed of your ship.

187 Ship-Shape Shipyard
Basic Stealth Boat Building
3500 KG +40000
Ketch or Tiller
Enemies are less likely to detect your ship.

188 Ship-Shape Shipyard
Level Up Facility to Lv. 2
11000 KG +85000
None

189 Ship-Shape Shipyard
Better Flotsam-Spotting
6750 KG +60000
Ketch & Tiller
Items within the ocean are more easily spotted.

190 Aranella Square
Level Up Facility to Lv. 2
120000 KG +700000
None
One of the biggest Influence boosts in the Kingdom.

191 Goodfellows Inn
Level Up Facility to Lv. 2
55000 KG +500000
None
One of the biggest Influence boosts in the Kingdom.

192 Symphonium
Build Level 1 Facility
8000 KG +220000
None

193 Symphonium
Level Up Facility to Lv. 2
33000 KG +320000
None

194 Sage's Salon
Level Up Facility to Lv. 2
68500 KG +360000
None

195 Kingmaker's Cathedral
Build Level 1 Facility
4500 KG +89000
None

196 Kingmaker's Cathedral
Level Up Facility to Lv. 2
12500 KG +93000
None

197 Evermoria Gardens
Build Level 1 Facility
52000 KG +900000
Hansel
One of the biggest Influence boosts in the Kingdom.

198 Kingmaker's Cathedral
Kingmaker's Blessing
2400 KG +35000
None
Lofty throws more HP-refilling green balls.

199 Kingmaker's Cathedral
Kingmaker's Boon
3500 KG +40000
None
Lofty throws more MP-refilling blue balls.

200 Kingmaker's Cathedral
Kingmaker's Bounty
10000 KG +80000
None
Lofty throws more HP- and MP-refilling balls.

201 Evermoria Gardens
Level Up Facility to Lv. 2
200000 KG +850000
None
One of the biggest Influence boosts in the Kingdom.

202 Basic Training Ground
Level Up Facility to Lv. 4
60000 KG +340000
None

203 Basic Training Ground
Improved Reserve Experience
3500 KG +40000
None
Raises experience earned by party members not participating in battles.

204 Tasty's Cookshop
Level Up Facility to Lv. 2
10000 KG +120000
None
Only valuable for a boost in Influence.

Kingdom Level 3

205 Evermore Castle
Expand Coffers to Level 5
50000 KG +—
None
Increases the size of your Coffers to hold up to 150000 Kingsguilders.

206 Evermore Castle
Expand Coffers to Level 6
100000 KG +—
None
Increases the size of your Coffers to hold up to 300000 Kingsguilders.

207 Institute of Higher Innovation
Build Level 1 Facility
73000 KG +770000
None

208 Institute of Higher Innovation
Ultimate Resource-Gathering
10000 KG +80000
None
Recommended for employed Gathering Facilities.

209 Institute of Higher Innovation
Ultimate Construction Efficiency
10000 KG +80000
Chi Pi or Roden
Recommended for further increased cost-efficiency on Facilities.

210 Institute of Higher Innovation
Level Up Facility to Lv. 2
120000 KG +470000
None

211 Institute of Higher Innovation
Slashed Research Costs
55000 KG +230000
None
Recommended for further increased cost-efficiency on Researches.

212 Wondrous Bazaar
Build Level 1 Facility
70000 KG +750000
Price, Klaus or Morgan
Starts with 16 gatherable materials.

213 Wondrous Bazaar
Level Up Facility to Lv. 2
150000 KG +500000
None
Provides 16 additional gatherable materials.

214 Bountiful Bazaar
Build Level 1 Facility
58000 KG +650000
None
Starts with 16 gatherable materials.

215 Bountiful Bazaar
Level Up Facility to Lv. 2
80000 KG +400000
None
Provides 8 additional gatherable materials.

216 Bountiful Bazaar
Level Up Facility to Lv. 3
120000 KG +470000
None
Provides 8 additional gatherable materials.

217 Expert Explorer's Guild
Build Level 1 Facility
73000 KG +770000
None

218 Expert Explorer's Guild
Store More Stuff III
30000 KG +170000
None
Stores now hold a maximum of 450 materials.

219 Expert Explorer's Guild
Level Up Facility to Lv. 2
120000 KG +470000
None

220 Expert Explorer's Guild
Ultimate Foraging Techniques
55000 KG +230000
None
Forage Points contain even more valuable items.

221 Expert Explorer's Guild
Level Up Facility to Lv. 3
180000 XG +530000
None

222 Expert Explorer's Guild
Level Up Facility to Lv. 4
300000 XG +630000
None

223 Expert Explorer's Guild
Store More Stuff IV
200000 XG +330000
None
Stores now hold a maximum of 999 materials.

224 Institute of Higher Innovation
Level Up Facility to Lv. 3
180000 XG +530000
None

225 Institute of Higher Innovation
Level Up Facility to Lv. 4
300000 XG +630000
None

226 Institute of Higher Innovation
Ultimate Improvement Efficiency
95000 XG +260000
Chi Pi or Roden
Recommended for further increased cost-efficiency on leveling up Facilities.

227 Institute of Higher Innovation
Ultimate Research Speed
70000 XG +240000
None
Recommended for even less time-consuming Researches.

228 Institute of Higher Innovation
Ultimate Research Boosts
95000 XG +260000
Brooke & Trey
Recommended for even less time-consuming Researches.

229 Towering Lumberyard
Build Level 1 Facility
70000 XG +750000
Keeley
Starts with 6 gatherable materials.

230 Towering Lumberyard
Level Up Facility to Lv. 2
150000 XG +500000
None
Provides 6 additional gatherable materials.

231 Flourishing Lumberyard
Build Level 1 Facility
58000 XG +650000
None
Starts with 6 additional gatherable materials.

232 Flourishing Lumberyard
Level Up Facility to Lv. 2
80000 XG +400000
None
Provides 3 additional gatherable materials.

233 Flourishing Lumberyard
Level Up Facility to Lv. 3
120000 XG +470000
None
Provides 3 additional gatherable materials.

234 Fabulous Fish Market
Build Level 1 Facility
70000 XG +750000
Glaucus, Sibylla or Daphne
Starts with 8 gatherable materials.

235 Fabulous Fish Market
Level Up Facility to Lv. 2
150000 XG +500000
None
Provides 8 additional gatherable materials.

236 Fine Fish Market
Build Level 1 Facility
58000 XG +650000
None
Starts with 8 additional gatherable materials.

237 Fine Fish Market
Level Up Facility to Lv. 2
80000 XG +400000
None
Provides 4 additional gatherable materials.

238 Fine Fish Market
Level Up Facility to Lv. 3
120000 XG +470000
None
Provides 4 additional gatherable materials.

239 Mining Camp No. 5
Build Level 1 Facility
70000 XG +750000
Proteus or Kent
Starts with 8 gatherable materials.

240 Mining Camp No. 5
Level Up Facility to Lv. 2
150000 XG +500000
None
Provides 8 additional gatherable materials.

241 Mining Camp No. 4
Build Level 1 Facility
58000 XG +650000
None
Starts with 7 gatherable materials.

242 Mining Camp No. 4
Level Up Facility to Lv. 2
80000 XG +400000
None
Provides 4 additional gatherable materials.

243 Mining Camp No. 4
Level Up Facility to Lv. 3
120000 XG +470000
None
Provides 4 additional gatherable materials.

244 Hunting Lodge No. 5
Build Level 1 Facility
70000 XG +750000
Alexis or Raxel
Starts with 8 gatherable materials.

245 Hunting Lodge No. 5
Level Up Facility to Lv. 2
150000 XG +500000
None
Provides 8 additional gatherable materials.

246 Hunting Lodge No. 4
Build Level 1 Facility
58000 XG +650000
None
Starts with 8 additional gatherable materials.

247 Hunting Lodge No. 4
Level Up Facility to Lv. 2
80000 XG +400000
None
Provides 4 additional gatherable materials.

248 Hunting Lodge No. 4
Level Up Facility to Lv. 3
120000 XG +470000
None
Provides 4 additional gatherable materials.

249 Raucous Ranch
Build Level 1 Facility
70000 XG +750000
Muriel
Starts with 6 gatherable materials.

250 Raucous Ranch
Level Up Facility to Lv. 2
150000 XG +500000
None
Provides 7 additional gatherable materials.

251 Full-Fledged Farm
Build Level 1 Facility
70000 XG +750000
Lady Trudy
Starts with 4 gatherable materials.

252 Full-Fledged Farm
Level Up Facility to Lv. 2
150000 XG +500000
None
Provides 6 additional gatherable materials.

253 Massive Market Garden
Build Level 1 Facility
70000 XG +750000
Halimede or Hipponoe
Starts with 5 gatherable materials.

254 Massive Market Garden
Level Up Facility to Lv. 2
150000 XG +500000
None
Provides 7 additional gatherable materials.

255 Major Market Garden
Build Level 1 Facility
58000 KG +650000
None
Starts with 5 gatherable materials.

256 Major Market Garden
Level Up Facility to Lv. 2
80000 KG +400000
None
Provides 4 additional gatherable materials.

257 Major Market Garden
Level Up Facility to Lv. 3
120000 KG +470000
None
Provides 3 additional gatherable materials.

258 Hyper Hubble-Bubblery
Build Level 1 Facility
73000 KG +770000
None

259 Hyper Hubble-Bubblery
Level Up Facility to Lv. 2
120000 KG +470000
None

260 Hyper Hubble-Bubblery
Level Up Facility to Lv. 3
180000 KG +530000
None

261 Hyper Hubble-Bubblery
Apothecary's Creed: Advanced
70000 KG +240000
Da Xing or Thetis
Expands the Everyday General Store's catalog with 4 medicines.

262 Evermore Elite Barracks
Build Level 1 Facility
73000 KG +770000
None

263 Evermore Elite Barracks
Ultimate Shock Tactics
55000 KG +240000
15 Unit Commanders
Recommended due to frequent use of this resource in Skirmish Battles.

264 Evermore Elite Barracks
Even More Might
22000 KG +130000
None
Recommended due to constant use of this resource in Skirmish Battles.

265 Evermore Elite Barracks
Level Up Facility to Lv. 2
120000 KG +470000
None

266 Evermore Elite Barracks
Level Up Facility to Lv. 3
180000 KG +530000
None

267 Evermore Elite Barracks
Level Up Facility to Lv. 4
300000 KG +630000
None

268 Evermore Elite Barracks
Ultimate Command Post Defenses
95000 KG +260000
Gao Jia or Bai Gon
Relevant for 7 "Invasion in Evermore" Skirmish Battles.

269 Multi-Dimensional Lab
Build Level 1 Facility
73000 KG +770000
None

270 Multi-Dimensional Lab
Safer Dimensional Delving Vol. III
22000 KG +130000
None
Recommended for further lowering the difficulty in Dreamer's Mazes.

271 Multi-Dimensional Lab
Advanced In-Built Idol Locator
30000 KG +170000
None
Recommended for more easily detecting a valuable asset.

272 Multi-Dimensional Lab
Advanced Dreamer's Door Detector
55000 KG +240000
None
Recommended for more easily finding the entrance to a Dreamer's Maze's next floor.

273 Multi-Dimensional Lab
Level Up Facility to Lv. 2
120000 KG +470000
None

274 Multi-Dimensional Lab
Level Up Facility to Lv. 3
180000 KG +530000
None

275 Multi-Dimensional Lab
Safer Dimensional Delving Vol. IV
70000 KG +240000
Hau Ling
Recommended for further lowering the difficulty in Dreamer's Mazes.

276 Officer's Training Ground
Build Level 1 Facility
73000 KG +770000
None

277 Officer's Training Ground
Ultimate Party Member Experience
30000 KG +170000
None
Further raises experience earned by your party members.

278 Officer's Training Ground
Level Up Facility to Lv. 2
120000 KG +470000
None

279 Officer's Training Ground
Ultimate Skirmish Experience
30000 KG +170000
Oz
Further raises experience earned by your Skirmish Battle Units.

280 Officer's Training Ground
Level Up Facility to Lv. 3
180000 KG +530000
None

281 Officer's Training Ground
Ultimate Citizen Experience
55000 KG +230000
None
Further raises experience earned by your Citizens.

282 Everyday General Store
Level Up Facility to Lv. 4
175000 KG +530000
None
Provides an additional 29 items for sale.

283 Evermore Weapon Workshop
Level Up Facility to Lv. 4
60000 KG +340000
None

284 Evermore Weapon Workshop
Quality Weapon Development III
95000 KG +260000
Briana
Further raises the quality of crafted weapons.

285 Evermore Outfitters
Level Up Facility to Lv. 4
60000 KG +340000
None

286 Evermore Outfitters
Quality Apparel Development III
95000 KG +260000
Yip-Yip
Further raises the quality of crafted armor pieces and accessories.

287 Evermore Weapon Workshop
Lv. 5 Melee Weapon Development
30000 KG +170000
None
Provides 6 additional craftable Melee Weapons.

288 Evermore Weapon Workshop
Lv. 6 Melee Weapon Development
70000 KG +240000
Tyger
Provides 7 additional craftable Melee Weapons.

289 Evermore Weapon Workshop
Lv. 7 Melee Weapon Development
150000 KG +300000
Fitch & Ah Chu
Provides 6 additional Melee Weapons. Accessible after completing the Main Story.

290 Evermore Weapon Workshop
Lv. 8 Melee Weapon Development
200000 KG +330000
Sin-Gul
Provides 7 additional Melee Weapons. Accessible after completing the Main Story.

291 Evermore Weapon Workshop
Lv. 5 Ranged Weapon Development
30000 KG +170000
None
Provides 6 additional craftable Ranged Weapons.

292 Evermore Weapon Workshop
Lv. 6 Ranged Weapon Development
70000 KG +240000
Bracken
Provides 6 additional craftable Ranged Weapons.

293 Evermore Weapon Workshop
Lv. 7 Ranged Weapon Development
150000 KG +300000
Peleus & Brodie
Provides 6 additional Ranged Weapons. Accessible after completing the Main Story.

294 Evermore Weapon Workshop
Lv. 8 Ranged Weapon Development
200000 KG +330000
Briana
Provides 6 additional Ranged Weapons. Accessible after completing the Main Story.

295 Evermore Outfitters
Lv. 5 Armor Development
30000 KG +170000
None
Provides 3 additional craftable pieces of Armor.

296 Evermore Outfitters
Lv. 6 Armor Development
70000 KG +240000
Eli
Provides 4 additional craftable pieces of Armor.

297 Evermore Outfitters
Lv. 7 Armor Development
150000 KG +300000
Fai Do
Provides 5 additional pieces of Armor. Accessible after completing the Main Story.

298 Evermore Outfitters
Lv. 8 Armor Development
200000 KG +330000
Pi Chi & Ritter
Provides 5 additional pieces of Armor. Accessible after completing the Main Story.

299 Evermore Outfitters
Lv. 5 Accessory Development
30000 KG +170000
None
Provides 10 additional craftable Accessories.

300 Evermore Outfitters
Lv. 6 Accessory Development
70000 KG +240000
Crispin & Grampuss
Provides 7 additional craftable Accessories.

301 Evermore Outfitters
Lv. 7 Accessory Development
150000 KG +300000
1) Crispin or Grampuss
2) Pi Chi or Ritter
Provides 9 additional Accessories. Accessible after completing the Main Story.

302 Evermore Outfitters
Lv. 8 Accessory Development
200000 KG +330000
Sin-Gul
Provides 7 additional Accessories. Accessible after completing the Main Story.

303 Evermore Spellworks
Level Up Facility to Lv. 4
60000 KG +340000
None

304 Evermore Spellworks
Lv. 5 Spell Development
55000 KG +230000
None
Shares learnable knowledge of 4 additional spells.

305 Evermore Spellworks
Lv. 6 Spell Development
70000 KG +240000
Leander
Shares learnable knowledge of 2 additional spells.

306 Evermore Spellworks
Lv. 7 Spell Development
200000 KG +330000
Callianeira
Shares learnable knowledge of 1 additional spell.

307 Evermore Spellworks
Lv. 8 Spell Development
200000 KG +330000
Marlene
Shares learnable knowledge of 1 additional spell.

308 Higglery
Level Up Facility to Lv. 4
60000 KG +340000
None

309 Higglery
Higgledy-Rearing for Experts
95000 KG +260000
Auntie Martha & Norbert
Further raises the experience Higgledies earn when nurtured.

310 Higglery
My Sixth Higgledy Cookbook
70000 KG +240000
Auntie Martha
Provides 7 additional craftable Higgledies.

311 Higglery
My Seventh Higgledy Cookbook
150000 KG +300000
Auntie Martha & Senturi
Provides 4 additional Higgledies. Accessible after completing the Main Story.

312 Goodfellows Inn.
Level Up Facility to Lv. 3
215000 KG +900000
None
One of the biggest Influence boosts in the Kingdom.

313 Aranella Square
Level Up Facility to Lv. 3
300000 KG +1000000
None
One of the biggest Influence boosts in the Kingdom.

314 Evermoria Gardens
Level Up Facility to Lv. 3
465000 KG +1200000
None
One of the biggest Influence boosts in the Kingdom.

315 Evermore Castle
Expand Coffers to Level 7
200000 KG ←
None
Increases the size of your Coffers to hold up to 800000 Kingsguilders.

316 Evermore Castle
Level up your Kingdom to Lv. 4
3000000 KG +10000000
None
Requires all Citizens and Facilities.

317 Bustling Bazaar
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 8 additional gatherable materials.

318 Thriving Bazaar
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 8 additional gatherable materials.

319 Branching Lumberyard
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 3 additional gatherable materials.

320 Spreading Lumberyard
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 3 additional gatherable materials.

321 Fresher Fish Market
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 4 additional gatherable materials.

322 Freshest Fish Market
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 4 additional gatherable materials.

323 Mining Camp No. 2
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 4 additional gatherable materials.

324 Mining Camp No. 3
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 4 additional gatherable materials.

325 Hunting Lodge No. 2
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 4 additional gatherable materials.

326 Hunting Lodge No. 3
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 4 additional gatherable materials.

327 Chirpy Ranch
Level Up Facility to Lv. 3
40000 KG +250000
None
Provides 3 additional gatherable materials.

328 Lively Ranch
Level Up Facility to Lv. 3
40000 KG +250000
None
Provides 3 additional gatherable materials.

329 Fertile Farm
Level Up Facility to Lv. 3
40000 KG +250000
None
Provides 4 additional gatherable materials.

330 Flourishing Farm
Level Up Facility to Lv. 3
40000 KG +250000
None
Provides 4 additional gatherable materials.

331 Minor Market Garden
Level Up Facility to Lv. 3
30000 KG +200000
None
Provides 3 additional gatherable materials.

332 Medium Market Garden
Level Up Facility to Lv. 3
36000 KG +230000
None
Provides 3 additional gatherable materials.

333 Hyper Hubble-Bubblery
Level Up Facility to Lv. 4
300000 KG +630000
None

334 Hyper Hubble-Bubblery
Advanced Quality Control
95000 KG +260000
Grisella
Further raises the quality of items left behind by defeated enemies.

335 Hyper Hubble-Bubblery
Hyperstimulation
150000 KG +300000
Da Xing or Thetis
Makes medicines restore more HP and MP.

336 Hyper Hubble-Bubblery
Buckets of Balls
30000 KG +170000
Mylas or Thaumas
Defeated enemies leave behind even more balls.

337 Expert Explorer's Guild
Make Your Food Go Even Further
70000 KG +240000
Furnest
Effects from consumed dishes last even longer.

338 Multi-Dimensional Lab
Advanced Orb-Drop Doubler
30000 KG +170000
Speio
Enemies in Dreamer's Mazes drop even more pink balls upon their defeat.

339 Multi-Dimensional Lab
Advanced Orb-Smashing Avoidance
10000 KG +80000
None
Further increases likelihood of obtaining pink balls in Dreamer's Mazes.

340 Multi-Dimensional Lab
Dimensional Treasure-Tracker Mk II
70000 KG +240000
Chip or Krystal
Recommended for more easily finding treasure chests in Dreamer's Mazes.

341 Multi-Dimensional Lab
Level Up Facility to Lv. 4
300000 KG +630000
None

342 Multi-Dimensional Lab
Bountiful Dimensional Delving Vol. II
95000 KG +260000
1) Chip or Krystal
2) Hau Ling
Even more treasure chests within the Dreamer's Mazes can be found.

343 Multi-Dimensional Lab
Fruitful Dimensional Delving Vol. II
70000 KG +240000
Chip & Krystal
Even more items within the Dreamer's Mazes can be found.

344 Evermore Spellworks
Specific Spell Development: Retrial
70000 KG +240000
Marlene
Creates the ability to repeat boss fights at designated locations.

345 Dispellery
Level Up Facility to Lv. 2
95000 KG +443000
None
Purifies Accursed, Ill-Omened, or Blighted equipment up to Rarity Level 4.

346 Dispellery
Level Up Facility to Lv. 3
350000 KG +680000
None
Purifies Accursed, Ill-Omened, or Blighted equipment up to Rarity Level 5.

347 Sage's Salon
Level Up Facility to Lv. 3
130000 KG +480000
None

348 Sage's Salon
Level Up Facility to Lv. 4
250000 KG +600000
None

349 Symphonium
Level Up Facility to Lv. 3
150000 KG +750000
None

350 Kingmaker's Cathedral
Level Up Facility to Lv. 3
95000 KG +450000
None

351 Kingmaker's Cathedral
Level Up Facility to Lv. 4
300000 KG +630000
None

352 Kingmaker's Cathedral
Kingmaker's Better Blessing
30000 KG +170000
Speio
Lofty throws even more HP-refilling green balls.

353 Kingmaker's Cathedral
Kingmaker's Better Boon
70000 KG +240000
Speio
Lofty throws even more MP-refilling blue balls.

354 Kingmaker's Cathedral
Kingmaker's Better Bounty
95000 KG +260000
Callianeira
Lofty throws even more HP- and MP-refilling balls.

355 Evermore Elite Barracks
Ultimate Guts-Getting
70000 KG +240000
Grimm
Fills up your Guts Gauge even faster.

356 Evermore Elite Barracks
Even More Spoils of War
30000 KG +170000
Phorkys or Kimmy
Enemies in Skirmish Battles leave behind even more Guilders upon defeat.

357 Evermore Elite Barracks
Ultimate Command Post Efficacy
30000 KG +170000
None
Boosts Military Might gains from 25 per second to 40.

358 Officer's Training Ground
Level Up Facility to Lv. 4
300000 KG +630000
None

359 Officer's Training Ground
Ultimate Reserve Experience
70000 KG +240000
Ya Pi
Further raises experience earned by party members not participating in battles.

360 Hyper Hubble-Bubblery
Advanced Money Magnetism
22000 KG +130000
None
Defeated enemies leave behind even more Guilders.

361 Expert Explorer's Guild
Gift of the Gods of Destruction
95000 KG +260000
Khunbish
Objects leave behind more items when smashed.

362 Expert Explorer's Guild
Extreme Smash and Grab
10000 KG +80000
Khunbish
Objects leave behind even more Guilders when smashed.

363 Ship-Shape Shipyard
Level Up Facility to Lv. 3
95000 KG +450000
None

364 Ship-Shape Shipyard
Level Up Facility to Lv. 4
200000 KG +550000
None

365 Ship-Shape Shipyard
Ultimate Flotsam-Spotting
55000 KG +230000
Ketch & Tiller
Items within the ocean are even more easily spotted.

366 Ship-Shape Shipyard
Advanced Stealth Boat Building
10000 KG +80000
Ketch or Tiller
Enemies are even less likely to detect your ship.

367 Tasty's Cookshop
Level Up Facility to Lv. 3
37000 KG +350000
None
Only valuable for a boost in Influence.

Kingdom Level 4

368 Evermore Castle
Expand Coffers to Level 8
500000 KG +—
None
Increases the size of your Coffers to hold up to 1500000 Kingsguilders.

369 Evermore Castle
Expand Coffers to Level 9
000000 KG +—
None
Increases the size of your Coffers to hold up to 3000000 Kingsguilders.

370 Evermore Castle
Expand Coffers to Level 10
000000 KG +—
None
Increases the size of your Coffers to hold up to 5000000 Kingsguilders.

371 Wondrous Bazaar
Level Up Facility to Lv. 3
350000 KG +670000
None
Provides 6 additional gatherable materials.

372 Towering Lumberyard
Level Up Facility to Lv. 3
350000 KG +670000
None
Provides 3 additional gatherable materials.

373 Fabulous Fish Market
Level Up Facility to Lv. 3
350000 KG +670000
None
Provides 4 additional gatherable materials.

374 Mining Camp No. 5
Level Up Facility to Lv. 3
350000 KG +670000
None
Provides 4 additional gatherable materials.

375 Hunting Lodge No. 5
Level Up Facility to Lv. 3
350000 KG +670000
None
Provides 4 additional gatherable materials.

376 Raucous Ranch
Level Up Facility to Lv. 3
350000 KG +670000
None
Provides 2 additional gatherable materials.

377 Full-Fledged Farm
Level Up Facility to Lv. 3
350000 KG +670000
None
Provides 2 additional gatherable materials.

378 Massive Market Garden
Level Up Facility to Lv. 3
350000 KG +670000
None
Provides 2 additional gatherable materials.

379 Evermore Weapon Workshop
Lv. 9 Melee Weapon Development
300000 KG +385000
1) Nu Bi
2) Peleus or Brodie
Provides 6 additional craftable Melee Weapons.

380 Evermore Weapon Workshop
Lv. 10 Melee Weapon Development
300000 KG +385000
1) Fitch & Ah Chu
2) Tyger
Provides 6 additional craftable Melee Weapons.

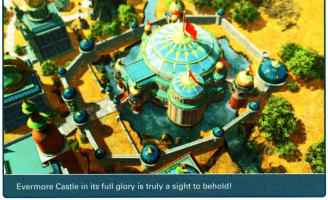
381 Evermore Weapon Workshop
Lv. 9 Ranged Weapon Development
300000 KG +385000
1) Peleus or Brodie
2) Fitch or Ah Chu
Provides 6 additional craftable Ranged Weapons.

382 Evermore Weapon Workshop
Lv. 10 Ranged Weapon Development
300000 KG +385000
1) Peleus & Brodie
2) Bracken
Provides 6 additional craftable Ranged Weapons.

383 Evermore Outfitters
Lv. 9 Armor Development
300000 KG +385000
Eli & Yip-Yip
Provides 4 additional craftable pieces of Armor.

384 Evermore Outfitters
Lv. 9 Accessory Development
300000 KG +385000
1) Crispin or Grampuss
2) Bracken
Provides 8 additional craftable Accessories.

385 Higglery
My Ultimate Higgledy Cookbook
300000 KG +385000
Auntie Martha & Alice
Provides 3 additional craftable Higgledies.


Evermore Castle in its full glory is truly a sight to behold!

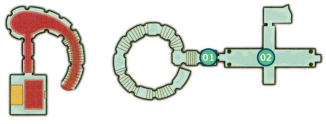


Part 4 Main Story Guide

Being stranded in a strange new world and losing a kingdom don't make for the brightest beginnings to Roland and Evan's story, and there are many more challenges to come. As they unravel the mysteries that are shaking the world of Ni no Kuni II to its core, they'll gather a dedicated group of new friends and take down the mightiest of Realmwreakers! This chapter will help you to meet every obstacle along the way.

1-1 New Horizons

Ding Dong Dell Castle





Even a President won't be able to get a signal in these lands.

1-1 New Horizons Recommended Lv. 1

While on his way to an international summit, President Roland Crane sees a missile descend on his beloved country. Resigned to his fate, he closes his eyes...only to open them and find himself in a castle, where a boy claiming to be king threatens him with a knife, and explosions echo in the distance. Is this the afterlife?

Objectives

01 Head downstairs and see what's going on!
02 Defeat the soldiers who have come for the little boy!

01 02 Your journey begins as you take control of Roland outside of Evan's chambers. The alleged Boy King understandably treats Roland as an intruder, so it's best to leave him alone for the time being. The first order of business is to investigate the source of the recent explosion that could be felt throughout the entire castle; follow the golden objective marker and make your way down the descending stairway.

After reaching the bottom of the staircase, a cutscene depicts Evan running to the castle's mouse soldiers for protection, but it's made clear that their intent isn't to protect the boy. A coup is underway—Roland saves Evan's life by gunning down one of the assailants before picking up the sword dropped by the fallen foe and rushing into combat.

The noise made by Roland's gunshot has attracted reinforcements, and you're immediately thrust into the game's first battle. You'll have to fend off three mouse soldiers, each wielding a different melee weapon type; there's no need to worry, however, as this introductory battle shouldn't prove to be difficult. These opponents can easily be dispatched by repeatedly pressing either □ or △ to perform light or heavy melee attack combinations. For in-depth details on the game's combat system, flip to P40.



Escape from Ding Dong Dell 1-2

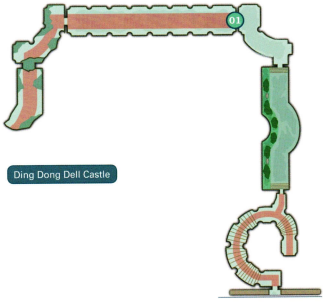
1-2 Escape from Ding Dong Dell

Recommended Lv. 1

Seeing that a coup is underway, Roland quickly sets to work on a plan of escape, hoping to get himself and Evan, the target of the rebels, away from the castle. Amid the confusion, he manages to grab a sword, and with that and the few bullets remaining in his pistol, he begins to fight his way to freedom.

Objectives

01 Escape the castle with Evan!
02 Sneak past the guards without being seen!
03 Head toward the entrance!
04 Defeat all the mouse soldiers!
05 Join forces with Aranella and defeat all the mouse soldiers!



Ding Dong Dell Castle



The powerful strikes that close out Roland's combo strings can knock these Mouse Soldiers down, but be prepared to evade at any point if the enemy readies an attack!

01 The source of the explosion is finally revealed, but unfortunately, it's too late to help the many dead grimalkin soldiers scattered throughout the area. Speaking with the nearby Beaten-Up Guard results in him urging you to escape the castle while there's still time; heed his advice and make your way toward the golden objective marker.



Now that you have control over Roland's offensive and defensive capabilities...



...feel free to safely experiment with the basics of attacking, blocking, evading and jumping before progressing.

Wisdom of the Kingmaker

You seen them candlesticks dotted all over Ding Dong Dell castle, mun? Well, you can wallop them with youer melee attacks to smash 'em to bits! And when you do, youell sometimes get some o' them green balls that heal youer HP. Give one a clobber when youer hurtin', en't it!



The way forward is blocked by a trio of enemies, so you'll have to fight past them to reach the other side of the corridor. Keep your distance and familiarize yourself with the game's lock-on system if you wish, then pummel the mouse soldiers with melee attacks to quickly defeat them. The powerful heavy attacks that bookend Roland's combo strings can knock down most enemies encountered in this chapter, so keep this in mind whenever you're engaged in combat.

02 Evan alerts you to the presence of elite guardsmen (recognizable by their red uniforms) in the courtyard ahead, so sneaking past this heavily guarded location proves to be the safest and easiest option. Getting spotted (accidentally or purposefully) will trigger a challenging combat encounter against a group compised of four elite guardsmen and three mouse soldiers. Though fighting your way through is certainly more difficult, successfully defeating these enemies rewards you with a good deal of EXP. It's also worth pointing out that there's no real penalty for failure, as you can simply retry from the previous checkpoint (before the fight breaks out) as many times as you wish.

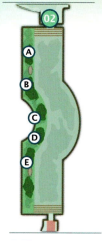
When opting for the stealthy approach, you'll have to stick to the bushes and keep an eye on the patrolling enemies. You're completely hidden from sight whenever Roland is inside a bush, and you simply never have to worry about Evan being detected. Your movement speed is also limited because of the crouching stance Roland assumes when sneaking about, so keep this in mind.

The two elite guardsmen directly in front of your starting location (**Position A**) are of no concern, as they never turn around. Observe the accompanying mouse guard's patrol route, and head for the series of bushes at **Position B** when he takes a brief pause near the two elite guardsmen. Wait for the same mouse guard to be facing the other way, and swiftly move to the bushes at **Position C**. Rotate the camera so you can still keep an eye on this patrolling guard, then move to **Position D** when he's facing the other way. Pause here, as another mouse guard will look in your direction for a few seconds before permanently turning around. It's safe to head for the bush at **Position E** as soon as he does so, but watch out for the last elite guardsman who will suddenly turn around as you reach the edge of the bush. Wait for him to face the other way and head for the doorway at the end of the courtyard. You can now breathe a sigh of relief, as you're out of danger for the time being!

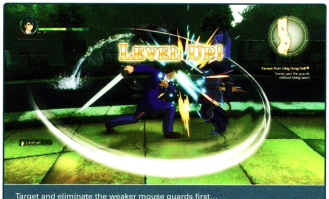


Keep a close eye on this mouse guard's patrol route as you sneak through the courtyard!

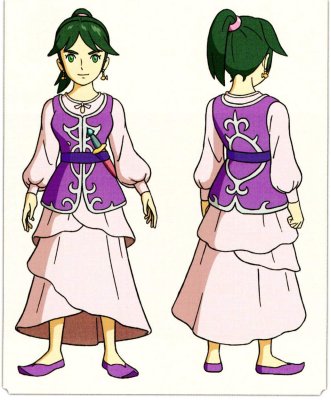
If you get spotted, or willingly choose to fight, don't dismiss the elite guardsmen encountered here as mere fodder, as they can take Roland down with just a few slashes. They're also far more aggressive than their lesser subordinates, and won't hesitate to gang up on you with simultaneous attacks. Pay close attention to the rush attack they employ to close the gap, as it can very easily catch you by surprise. Put the brakes on your offense whenever an elite guardsman rushes toward your position—they can't be staggered when in that state, so you'll end up trading blows if you choose to attack at that moment. It's also important to avoid performing lengthy combos or successive attacks, as the other enemies will rush in and take you down extremely quickly.



Ding Dong Dell Castle



Target and eliminate the weaker mouse guards first...





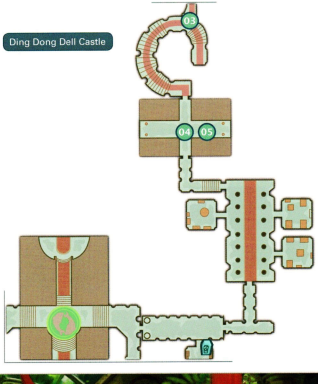
Follow your dash attacks with a Spinning Slice to knock down the mouse captains!



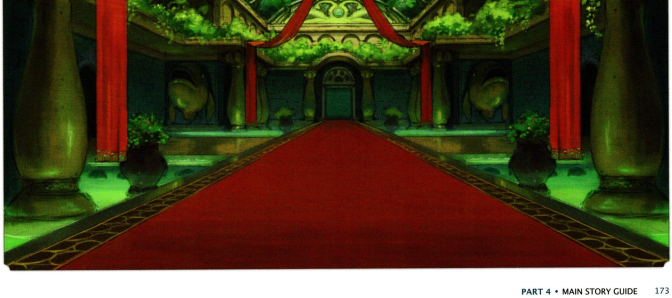
You still gain the full EXP value for any foes that Aranella defeats!

Your best option for surviving this brawl is to employ hit-and-run tactics, primarily taking advantage of Roland's heavy dash attacks (performed by pressing Ⓐ while tilting the left analog stick in the desired direction; head to P66 for more info on these attacks) before immediately evading away from the pack of enemies each time you land a strike. Prioritize evasion over blocking, since the damage taken when blocking is still quite substantial (even with a perfectly-timed block). Try to position yourself away from the bushes during the fight, as they can obscure your view of enemies and mask incoming attacks. You can perform lengthier heavy attack combos if the other enemies are well out of reach, but only do so when you're certain that you have a safe window of opportunity. A bit of patience goes a long way; stay calm and don't be overly aggressive, and you'll soon emerge victorious.

Ding Dong Dell Castle



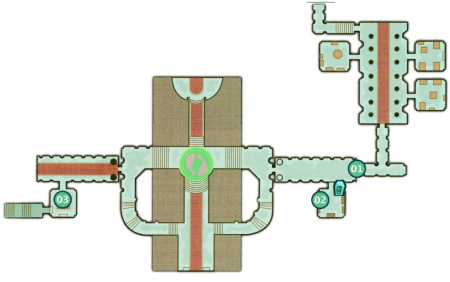
03–05 Follow the objective marker down the staircase and you'll come face to face with another trio of mouse soldiers. Once the foes have been neutralized, a Mouse Sorceress flanked by a squad of mouse soldiers enters the fray. The Sorceress conjures Fireball spells from a safe distance while the mouse soldiers gang up on you, but the battle is soon interrupted by a cutscene in which Aranella makes her flashy entrance. You're immediately thrust back into combat, though this time with Aranella providing some much-needed assistance. She's quite powerful, so you can either choose to fight by her side, or simply watch her take out every enemy from a safe distance.



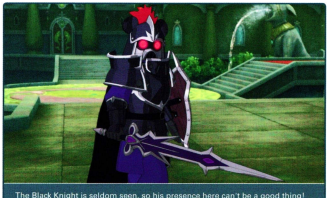
1-3 The Search for the Sewers

01 02 Follow the objective marker and head downstairs where you'll be introduced to Persha, one of the castle's maids. She graciously hands over five soreaways—these can be used to heal your party both inside and outside of combat, so remember to heal up whenever your health gets low! Feel free to speak to the survivors scattered throughout this area for some additional bits of dialog, then head through the southern doorway when you're ready to progress.

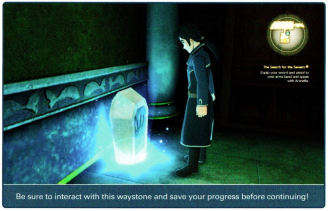
The Black Knight's shadowy origins are briefly discussed, and Roland receives a far less conspicuous new outfit—the guard's greatcoat! Aranella also gives you an arms band: a permanently equipped accessory that enables its wearer to store and transport weapons. Next up, she hands over a broadsword which you'll need to equip using the equipment and skills menu. This newly-unlocked menu can now be accessed from the Main Menu. Entering the equipment and skills menu will provide a short tutorial on Character Parameters.



Ding Dong Dell Castle



The Black Knight is seldom seen, so his presence here can't be a good thing!



Be sure to interact with this waystone and save your progress before continuing!

1-3 The Search for the Sewers Recommended Lv. 2

Evan and Roland are joined by Aranella, Evan's governess, and a formidable fighter to boot. She tells them of a secret route to the sewers that not many in the castle know about, and which may be the key to escaping undetected. The companions set off together to find the entrance to their escape route.

Objectives

01 Find the entrance to the secret passage that leads to the sewers!
02 Equip your sword and pistol to your arms band and speak with Aranella.
03 Find the entrance to the secret passage that leads to the sewers!
04 Head through the secret passage to the sewers!
05 Escape Ding Dong Dell Castle via the sewers!

03 Equip the broadsword and ratslicer to melee weapon slots I and II, respectively. It's recommended to always assign your most powerful weapons to the same slot (in this case the broadsword to slot I), since doing so makes it easier to keep track of their location within your current selection. Equip the sidearm to the ranged weapons slot and exit the menu. From this point on, it's possible to cycle between currently equipped melee weapons using L2, and to perform ranged attacks by pressing R1 during combat. Remember that ranged attacks consume some of your precious MP, so keep an eye on your MP gauge!

Speak to Nella once you're ready to progress. You must traverse the castle's heavily guarded entrance hall, and once again, stealth



is an option. To sneak through unseen and unscathed, immediately head left as you first enter the room. Descend the two short flights of stairs, then pause for a moment once you round the bend and reach a blue doorway adorned with golden fish ornaments. By rotating the camera, a mouse lancer can be observed patrolling along the red carpeted area. Wait for him to turn around and promptly make your way to the set of stairs directly in front of your current location. From this point onward, you can safely follow the objective marker to exit the room without any risk of being detected.

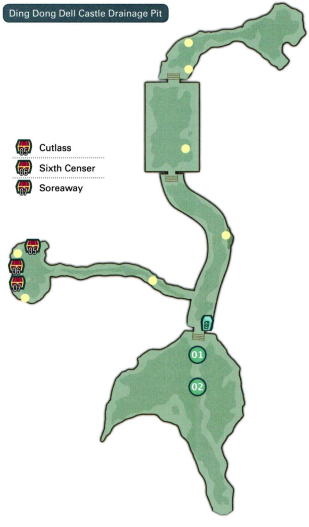
If you choose to fight, the safest option is to simply let Aranella dispatch most of the enemies while you watch from a safe distance. Ranged attacks work well here—focus on the stragglers while she takes care of the main group. Clearing out the entrance hall is a good way to score some bonus EXP with very little risk, so this approach is recommended unless you truly wish to avoid any unnecessary battles.

04 05 Aranella reveals the secret passage's entrance that was hidden behind a fake bookshelf. Proceed down the gloomy corridors until you reach a suspicious-looking wall—interact with it to open the way into the underground sewer known as Ding Dong Well. This area is home to a variety of monsters, and you'll have to fight your way through them to reach the exit. Thankfully, Aranella makes things easier by teaching Roland to use skills—powerful Abilities or spells that can be performed during combat. (For in-depth info on everything related to skills and the Zing system, head on over to P.46.) Roland's new Flatliner ability excels at making short work of lesser enemies, so don't be afraid to use it liberally throughout this dungeon! You can always return to the waystone whenever you're in need of healing, or to replenish your MP. Head downstream toward the objective marker (though be sure to grab the contents of the chests in this area before moving on).

Wisdom of the Kingmaker

From now on, any enemies you wallop can drop items and equipment. Be sure to open up youer inventory often and make sure you've got the best kit possible equipped, en't it!

1-4 A Way Out of the Waterway



1-4 A Way Out of the Waterway Recommended Lv. 3

Alas, it seems Aranella wasn't the only one who knew about the route through the sewers, and she's forced to put her life on the line so that Evan can escape. He's desperate to go back and help her, but Roland forces him to see sense, and the pair make their way toward the sewer exit, which is close at hand at last.

Objectives

01 Press onward and try to help Evan make it out alive!
02 Fight your way past the Black Knight!

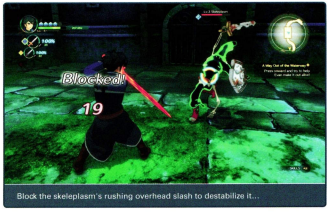


Wisdom of the Kingmaker

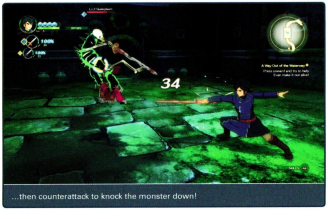
Youell want to avoid usin' Roland's Flatliner ability by yur, mun. And see if you can't build up the Zing gauges of all youer weapons too—that way, youell be able to have Cross Cut all set up for the boss fight ahead, en't it?

01 Though Aranella's sacrifice weighs heavily on them, Roland and Evan have no other choice but to press onward if they hope to make it out alive. The skeleplasm encountered in the room directly ahead always drops a powerful Fiery Broadsword—make sure to immediately equip it, as it's likely better than at least one of the weapons you're currently using.

As you near the waystone, head through the passageway to your right where you'll find three Red Chests guarded by a pair of skeleplasms. Secure their contents, then return to the waystone to heal up and save your game. The first boss fight awaits in the room ahead; now is an appropriate time to double-check your equipment and confirm that your strongest weapons are equipped.



Block the skeleplasm's rushing overhead slash to destabilize it...



...then counterattack to knock the monster down!

The Black Knight
Mausinger's Merciless Man-at-Arms



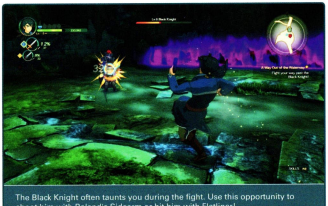
Wisdom of the Kingmaker

Flippin' heck, mun! Talk about tough! Well, what with that magical barrier and all, there en't nowhere to run, so youell just have to give it all you've got! If youer clever, though, you won't spend too much time up close and personal. Nah, a quick pot shot or two from a distance'll do the trick by yur!

02 You'll need to survive against the Black Knight, who is easily the most powerful opponent you've faced thus far. His deadly sword attacks deal considerable damage in addition to knocking you down or stunning you every time they connect. Blocking is generally not recommended in this battle, since you still get knocked down even if your timing is perfect—it's best to stick to evasion instead.

Preparation

Your options are limited at this stage of the game, but you can prepare by making certain that your HP and MP have been fully replenished at the nearby waystone, and that you've equipped the best weapons currently available in your inventory. If you've acquired the freshly baked bread from the Red Chest in Ding Dong Well, consider using it to slightly improve your Physical defense if you're struggling during the encounter.



The Black Knight often taunts you during the fight. Use this opportunity to shoot him with Roland's Sidearm or hit him with Flatliner!



Use heavy attacks whenever the Black Knight puts up his shield!

Recommended Skills

Party Member	Skill 1	Skill 2
Evan	—	—
Roland	Flatliner	—

The Black Knight Details

Stats	Lv.	Affinity						Res.	HP
1st Phase	8	—	40	40	40	40	40	10	1050
2nd Phase	8		40	40	40	40	40	10	6250
Elem. Res.									
1st Phase			10%	10%	10%	10%	10%		
2nd Phase			10%	10%	10%	10%	10%		
Stat. Res.			Poison		Freeze	Sleep	Confusion		Petrify
1st Phase			10%		10%	10%	10%		—
2nd Phase			10%		10%	10%	10%		—

Strategy

In this form, the Black Knight's move set is quite limited, only consisting of a few specific attacks. At close range, he nearly always gathers tainted energy to power up his sword, before unleashing a sweeping horizontal slash that covers a medium-sized area directly in front of him. This process is quite lengthy, so you have plenty of time to put some distance between yourself and the boss. Counterattack with some dash shots (since they deal extra damage per shot) while he's charging up or recovering from this horizontal slash. He also occasionally attacks with a faster sword slash at close range, so stay alert as you'll have to react quickly to evade it.

At long range, the Black Knight rushes in to close the gap and performs a thrusting strike. This attack will leave you dazed if it hits, so be sure to evade sideways as he nears your position to safely avoid it. It's technically possible for the boss to use this attack at medium or short range, but he almost exclusively relies on his other two offensive options at this distance.



Using Roland's Flatliner ability (or Cross Cut if your Zing gauge is full!) in combination with ranged attacks as soon as the fight begins can end this stage of the encounter very quickly. Once the Black Knight's HP has been reduced to roughly 33%, a cutscene depicting his transformation into a massive beast will automatically trigger.

This stage of the fight is purely about survival, as you have no chance of fully depleting his second form's large HP pool within the brief period of time available. Watch out for the transformed Black Knight's combo slashes as well as his frenzied leaping strikes; above all else, avoid staying directly in front of him, as most of his attacks lunge forward. Focus on evasion and try to stick closely to his flank—this will keep you out of reach of most of his offensive options. Try to always return to this position whenever possible, and make use of soreaways if your HP gets low. The fight automatically ends after 40 seconds, regardless of the amount of damage you've dealt to the Black Knight.

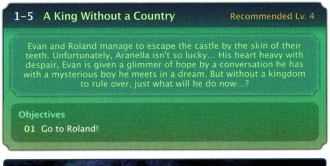


Stick to the Black Knight's flank after it transforms to avoid most of its attacks!

1-5 A King Without a Country



01 Deeply pained by the loss of Nella, Evan joins Roland atop Hideaway Hollow for a chat concerning their current predicament. Head up the small cliffside path leading to Roland's location (indicated by the objective marker) to initiate a cutscene and complete this chapter.





Climb the rocks and follow your objective marker to Roland's location.

First Steps 2-1



01–03 Evan becomes a permanent party member, and thanks to the supplies provided by Aranella during the previous chapter, he can now take part in battles from this point onward. Both Evan and Roland are sword users, so deciding which one of them should receive the strongest swords might appear to be a problem at first glance. The solution is thankfully quite simple: since Evan is also a proficient magic user and Roland is a stronger overall fighter, you can equip swords with the highest Magic attack strength on Evan, and the ones with the strongest Physical attack strength on Roland.

You're first introduced to trip doors as you approach the glowing blue light on the way to Hideaway Hollow's exit. These magical portals allow those with knowledge of the Travel spell (which luckily, Evan already knows!) to instantly transport themselves and their companions to the location of any previously encountered trip door from anywhere in the world. Think of them as fast travel points—always interact with any trip doors you come across during your journey, as you'll then be able to instantly return to their location whenever you desire. Step onto the Hideaway Hollow trip door and press ⊗ to have it remember you, before leaving this area behind. For a list of trip doors, take a look at P673.

2-1 First Steps — Recommended Lv. 5

Evan decides that the only way to fulfill his promise to Aranella is to become a king again. But in order to do so, he'll first need to forge a bond with a fantastical creature called a kingmaker. Apparently, there's one in a place beyond the forbidding terrain of Cloudcoil Canyon, so he sets out with Roland to reach it.

Objectives
01 Head for Cloudcoil Canyon!
02 Defeat the wyvern!
03 Head for Cloudcoil Canyon!

2-1 Recommended Optional Activities	During Objective	More Info
Sneak past the windwyrm southeast of Auntie Martha's Cottage and grab the Burning Ring from Red Chest F60.	01	—
Get the Damp Wizard's Wand from the Red Chest inside Grotty Grotto and equip it on Evan.	01	P.637



Fans of the first game should recognize this familiar red wizard's cape!

The Rolling Hills stretch out before you, and from this point onward the game gradually loosens its reins—giving you a bit more freedom to explore and diverge from the beaten path. Monsters roam the field map, and knowing which ones to avoid picking a fight with is quite important. The color of a monster's name indicates its threat level in relation to your party's current level. A general rule of thumb is to avoid fighting enemies whose name is displayed in deep red,

as the odds of surviving the battle are not in your favor. There are exceptions, however, and your skill as a player can overcome significant level differences in certain cases.

Wisdom of the Kingmaker

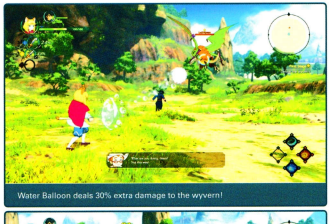
You seen them sparkly golden spots on the floor dotted about the place, mun? Well, walk over 'em, and youell be rewarded with all kinds of goodies! And they reappear after battles and when you go away and come back, sometimes with completely different stuff inside 'em! Still, don't go too mental with the old foragin'—there's such a thing as havin' too much stuff! For all the details on these foragin' spots, flippin' flip on over to P.13.

Head east of Hideaway Hollow, toward the objective marker, and a cutscene will automatically begin. A good-for-nothing wyvern is seen preying on a jovial woman known as Auntie Martha and her pack of child-like Higgledies, so Roland and Evan waste no time in intervening. The wyvern is much higher level than your party, but it's nothing you can't easily handle. Either character's combo attacks will stagger the wyvern, while your combo-ending strikes and Spinning Slice will knock it down. Keep hammering away at the beast with melee attacks until a cutscene triggers.

The wyvern will take flight, and Auntie Martha's Higgledies will jump into the fray to lend a helping hand. When the wyvern is airborne, lock-on to it and let loose some ranged attacks to bring it down; jumping next to the wyvern and performing mid-air melee attacks also does the trick. The Higgledies introduced here provide assistance primarily in the form of their Special Order command which can be activated when a blue-tinted circle surrounds them. Simply walk inside this circle and press ⊗ to activate the Higgledy Boom Special Order; this heavy-artillery cannon will bombard the wyvern for a brief period of time, so summon it whenever the Higgledies give the signal!

With the wyvern defeated, Auntie Martha invites you back to her nearby cottage to offer some proper thanks. She then presents you with your first Higgledy Hero: Runcible the Righteous! Speak to Auntie Martha for some basic explanations regarding Higgledies, but for the full details, head on over to P.24. Interacting with the Higgledies who've taken up residence in Auntie Martha's cottage isn't necessary, but feel free to make their acquaintance before moving on! Step back out onto the field once you're ready to progress, and follow the objective marker toward Cloudcoil Canyon.

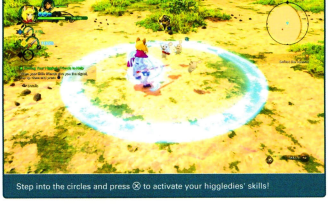




Water Balloon deals 30% extra damage to the wyvern!

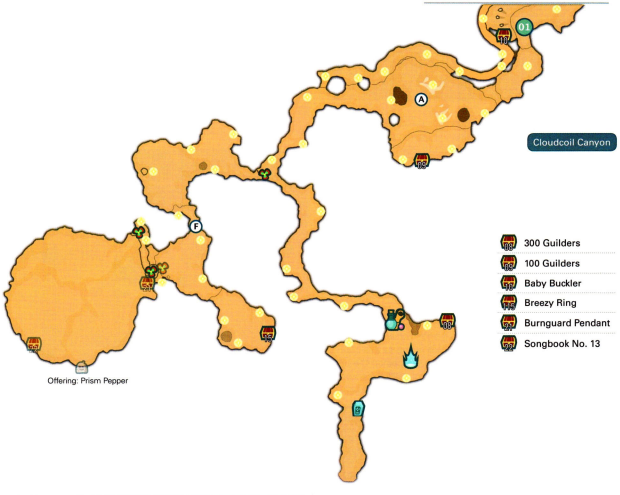


Evan's homing ranged attacks can bring the wyvern crashing down!



Step into the circles and press ⊗ to activate your higgledies' skills!

Traversing Cloudcoil Canyon 2-2



2-2 Traversing Cloudcoil Canyon

Recommended Lv. 6

Having met with Auntie Martha and learned a little about higgledies on the way, Evan and Roland arrive at Cloudcoil Canyon. It's home to hordes of ferocious monsters, not to mention a bloodthirsty band of sky pirates who could prove problematic if they find our heroes. Still, there's no choice but to soldier on.

Objectives

01 Make your way through Cloudcoil Canyon!
02 Follow that Higgledy!
03 Cast Wind-Whipper on the prop-leafed clover!
04 Make your way through Cloudcoil Canyon!
05 Do as the sky pirates say.

01 **02** Save your game at the waystone and activate the Sidewinder Gorge trip door a bit further up ahead. The Grimalkin Merchant you meet here is a refugee from Ding Dong Dell and recognizes Evan; he introduces the party to a device called the Leafbook viewer, which allows you to connect to the Leafbook information-sharing service and receive news from all over the world. He initially offers to sell it to you for 10000G, but then decides to simply



Don't forget to grab the 300G from the easily missed Red Chest tucked away near the cliff's edge.

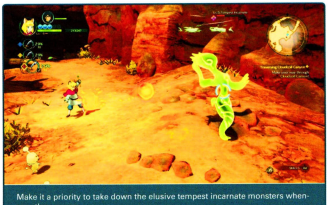
Wisdom of the Kingmaker

Don't go splurgin' all youer hard-won guilders on that merchant's stuff, mun! Grab a couple of soreaways if you need 'em, but otherwise, save youer pennies—there's much better goodies to come! In fact, you might want to sell some of youer spare kit so you can afford some o' that proper snazzy clobber when it comes along!

hand it to you for free after pausing to consider the current circumstances. How generous! For more info on the Leafbook viewer and a complete listing of all Leafbook entries, turn to P662.

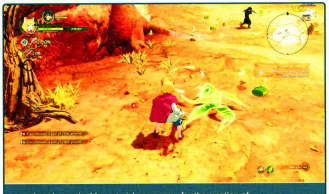
It seems like the Sky Pirates purported to be dwelling within this arid wasteland won't be the only thing you'll have to concern yourself with, as Cloudcoil Canyon also happens to be infested with monsters. Roland's Flatliner remains just as useful here, and can make short work of most groups encountered as you traverse this area—keep a watchful eye on your MP supply, and use light attacks to quickly gain some MP back when necessary. Evan's Kingspin is also quite effective, though its range is a bit more limited. His ranged attacks work well against the aerial zapwings, so switch to him whenever these pesky bird-like monsters prove to be a nuisance.

Head toward the objective marker and you'll soon come across a strange spinning plant. Prop-Leafed Clovers are native to this habitat, and will prove to be quite helpful once Evan has gained the necessary spell to interact with them. For now, though, simply ignore these curious plants and continue following the objective marker.

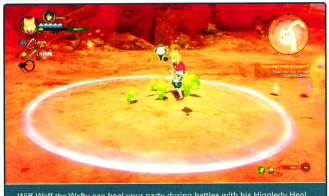


Make it a priority to take down the elusive tempest incarnate monsters whenever they appear...

The porc chopper enemies first introduced at **Position A** are mean customers—spinning their swords around and leaping at you from a distance. Focus on evading their twirling slashes, then pummel them with melee or ranged attacks as they're recovering. Their Chargeed Attack is particularly devastating so be sure to steer well clear of it! It's possible to perform a charge break by dealing enough damage while the porc choppers are gathering energy, but this is a bit risky. They're weak against fire, so both Evan's Fireball and Kingspyre skills as well as the Fiery Broadsword obtained in the previous chapter are good options against these green-skinned brawlers.



...as they drop valuable materials necessary for the creation of new Higgledy Heroes!



Wiff-Waff the Wafty can heal your party during battles with his Higgledy Heal Special Order!

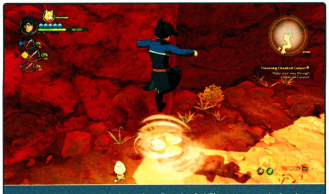
Cloudcoil Canyon is also home to elusive monsters known as Incarnates. These are elemental enemies which have a small chance of appearing in certain regions. They always drop a few Higgledy Balls when hit, and are highly likely to yield various types of Prism materials when defeated. They're extremely skittish, however, and attempt to run away—outright vanishing and escaping from the battle if you don't manage to eliminate them quickly enough. The tempests incarnate encountered in this area are Wind-based and particularly susceptible to Fire attacks; they take double the amount of damage from attacks of that elemental type, so Evan's Fireball or Kingspyre skills are really powerful against them. For more info on Incarnates, visit P497.

Proceed further into the canyon, and pick up the Dangerous Blunderblaster from Red Chest 11near **Position B** (equip it on Roland if it's an improvement over your current firearm), then activate the Bellywriggle Bluff trip door next to the second waystone. There aren't many autosave points in this area, so remember to interact with the waystone before moving on in order to avoid losing much progress should you fall in battle.

Approach the collapsed wooden structure at **Position C** to trigger an event scene. Runcible, the Higgledy Hero entrusted to you by Auntie Martha, tries to gain the group's attention. It appears he wants to show you something, so follow him as he leads you down a narrow side path (be sure to loot the many forage points encountered along the way). Once you reach the end of the path, Runcible

and his Higgledy followers unearth a wind-based Higgledy Hero named Wiff-Waff who was trapped underneath a nearby rockpile. This new buddy gives Evan the Moldy Old Twig Important Item, and permanently joins your party. That's not all, however, since he also teaches Evan the Wind-Whipper Non-Battle spell! This spell can now be used to transform the various Prop-Leafed Clovers scattered throughout Cloudcoil Canyon into gusty boost pads—allowing you to reach previously inaccessible areas. Approach the nearby Prop-Leafed Clover, and press ⊗ to cast Wind-Whipper on it. Take it for a spin by stepping into the gust of wind and you'll be shot up to an elevated ledge where Red Chest 12 containing a Pair of Gustproof Whirlwind Boots awaits.

03 04 Casting Wind-Whipper on the Prop-Leafed Clover near **Position C** allows you to progress further into Cloudcoil Canyon, but now would be a good time to backtrack through Belly-wriggle Bluff and activate the Prop-Leafed Clovers you initially disregarded, since they lead to valuable items. The one first encountered near **Position F** leads to a portion of Cloudcoil Canyon meant to be accessed during a later portion of the game; as such, the enemies found there are much higher level and are highly dangerous.

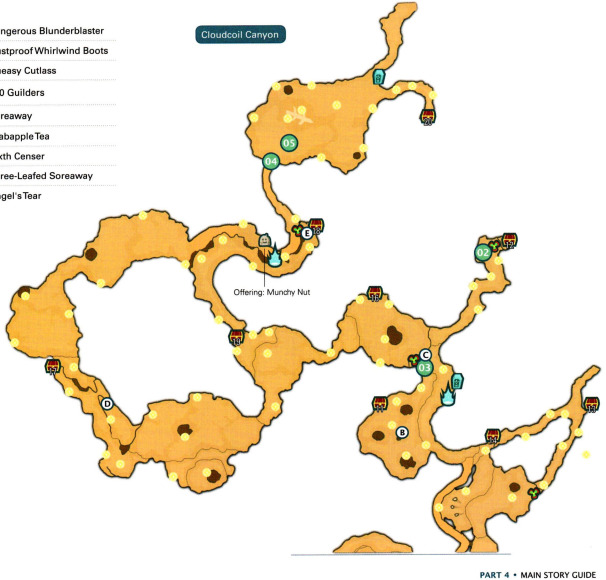


You can now interact with the various Prop-Leafed Clovers across the level.

Wisdom of the Kingmaker

Don't go thinkin' that just because you clobbered every enemy in sight youer safe—nah, mun! They'll respawn every three minutes, so don't hang about unless youer feelin' fighty!

- Dangerous Blunderblaster
- Gustproof Whirlwind Boots
- Queasy Cutlass
- 300 Guilders
- Soreaway
- Crabapple Tea
- Sixth Censer
- Three-Leafed Soreaway
- Angel's Tear

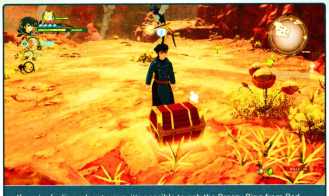


When you're ready to progress, ride the Prop-Leafed Clover at **Position C** and follow the objective marker as it guides you through Rattleshake Rock. You'll soon reach a waterfall at **Position D**—confirm that both Evan and Roland are equipped with the strongest gear currently at your disposal before jumping across. The porc chopper in the clearing ahead is level 9, and poses a greater threat than the weaker ones you're used to fighting. The tactics previously mentioned in this section still apply, but you'll need to keep a closer eye on your HP and use soreaways whenever necessary.

Further up ahead, you'll find both the Slitherslide Trail trip door, and an odd-looking stone with a smiling face carved on its surface resting alongside the path. This monument is called a Higgledy Stone—interact with the stone and it will give you a clue about the specific offering it desires more than anything else. Offer this Higgledy Stone a Munchy Nut (they're found in forage points throughout this area, so you should have plenty of them) and you'll gain a new Higgledy Hero in return: Filigree the Flighty! For more on Higgledy Stones, including their locations and required offerings, turn to P.33.

It's possible to ride the Prop-Leafed Clover at **Position E** up to an elevated area. This leads to a few forage points, as well as a Red Chest containing a sixth censer. Follow the objective marker to the large clearing ahead, and a cutscene will automatically trigger. Evan and Roland finally come face to face with the dreaded sky pirates they've heard so much about, and, unfortunately, the rumors of their ruthless nature were indeed accurate. They're quickly taken prisoner and about to be executed, when a young Sky Pirate girl named Tani intervenes and takes charge of the situation. She decides to take the pair to the leader of the Sky Pirates, who will ultimately decide their fate.

05 Follow the red-bereted Sky Pirate as he leads you up into the base. Batu, the Sky Pirates' leader, initially decides to uphold the death penalty, but news of his daughter Tani's capture by a band of wyverns gives Evan and Roland an opening. They promise to go and rescue Tani—in exchange for their freedom—and Batu reluctantly agrees.

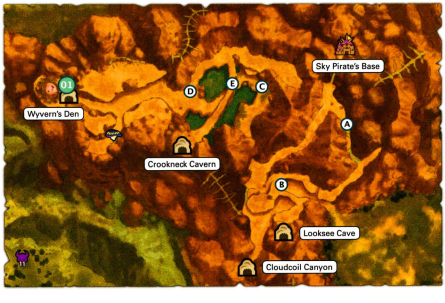


If you're feeling adventurous, it's possible to nab the Breezy Ring from Red Chest 15 in the higher-level area accessed by riding the Prop-Leafed Clover at Position F...

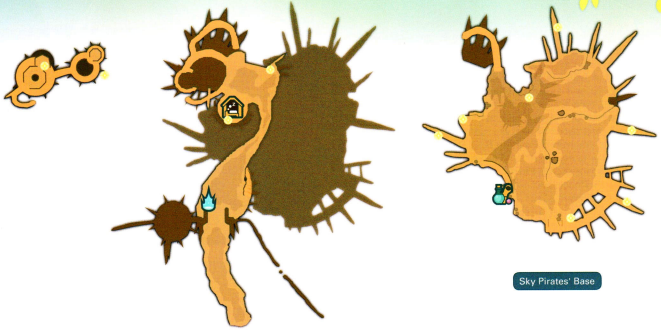


...but be warned that you'll have to escape from battles and do some sneaking to reach its location. Save your game before attempting this!

2-3 To Tani's Rescue



01 02 Feel free to explore the Sky Pirates' Base at your leisure and to speak to its many denizens—though don't expect them to be the friendliest bunch. Gerel runs the Sky Pirates' Arsenal shop located on the base's bottom level, where she offers some equipment that might be of use. The Bandit Spear and Massive Mallet for sale here can't be equipped by any of your current party members, so hold off on purchasing these for the time being; focus purely on acquiring weapons and armor that provide an upgrade for Roland and Evan. You can rest at the Sky Pirates' Barracks Inn for a mere 20G to replenish your HP and MP and autosave your game before heading toward the base's exit. On your way out, be sure to interact with the Sky Pirates' Base trip door near the gate so you can return here any time you wish!



Sky Pirates' Base

2-3 To Tani's Rescue

Recommended Lv. 6

Roland and Evan are unlucky enough to be spotted by sky pirates and hauled in to be tried as trespassers. But just as Batu the Cloud Snake is about to pass judgment, news of his daughter Tani's kidnap comes in. Unwilling to put more of his men in danger, he agrees to let Evan go up against the wyverns instead.

Objectives

01 Head for the Wyverns' Den!
02 Head deeper into the Wyverns' Den!
03 Defeat the Wyvern Warlord!
04 Free Tani!

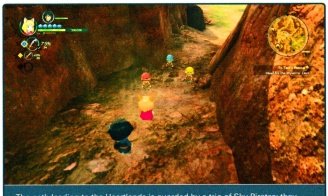
Another field expedition is in order, but this time you'll need to traverse the treacherous Soaring Peaks to reach the Wyvern's Den where Tani is being held hostage. You won't encounter any new foes here, but expect the monsters populating this area to be quite a bit higher level than those you've previously fought. Roland is likely to have reached level 8 by this point, which means he'll have access to his Circular Sword ability (and its enhanced version: Cyclone Sword); this powerful area of effect slash costs two MP but it deals tremendous damage and has the added benefit of briefly lowering the physical attack of any foes it hits.

Wisdom of the Kingmaker

Roland's Circular Sword ability is a tidy little number, but have you tried it with a full Zing gauge? Flip, mun, it's a whole new version of itself! Oh, and you can get the super-powered version by suckin' up green higgledy followers, too, but youell have to head on over to P.44 to find out more about that!

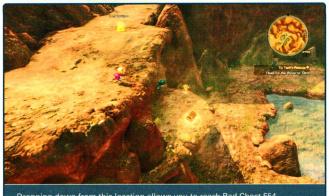


Blue Chests can't be opened until you learn the Spring Lock spell. You'll have to progress a bit further before their contents become available!



The path leading to the Heartlands is guarded by a trio of Sky Pirates; they won't let you pass on account of the bandits roaming that region, so you'll have to return here later.

Cross the wooden bridge and head toward the rickety cliffside path at **Position A**. Collect the Angel's Tear from the nearby Red Chest and proceed down the mountainous path until you reach **Position B**. Activate the nearby Snaketooth Ridge trip door (also, don't miss Red Chest F48, as it contains some single cream that will come in handy soon!), then head down the short tunnel supported by the ancient bony remains of a gigantic creature. Fight your way through the wyverns and zapwings until you reach **Position C**, then take a detour up the side path at **Position D**. Loot the nearby Red Chests and consider entering Crookneck Cavern by running across the natural bridge formation at **Position E**—the Red Chest found inside contains 600G. Double back to **Position D** and immediately plot a course for the Wyvern's Den.



Dropping down from this location allows you to reach Red Chest F54. It contains a useful three-leafed soreaway.

Wyvern Warlord

Broad-Winged Bringer of Bother from Above



Recommended Skills

Party Member	Skill 1	Skill 2
Evan	Flurry	Fireball
Roland	Flatliner	Circular Sword

Wyvern Warlord Details

	Lv.	Affinity					Res.	HP
Stats	11		117	93	130	93	93	Medium	3326
Elemental Resistances			0%	0%	-20%	0%	0%		
Status Resistances	Poison		Freeze		Sleep	Confusion		Petrify	
	80%		80%		80%	80%		80%	
Rewards									

Nixproof Light Tunic ★★★★★

Wisdom of the Kingmaker

Flip, mun! Have you met that Tove the Tenebrous yet? The higgledy? He's got this proper tidy ability called Higgledy Plunge that does a flippin' bucketload of damage! Keep an eye on him in battle, and get over to him sharpish when he gives you the old "good to go" signal! You won't regret it!

03 The Wyvern's Den is certainly not the most inviting of places, so take a moment to rest at the waystone, save your game, and equip your strongest equipment. Offer a Single Cream item at the nearby Higgledy Stone to befriend a powerful Dark-elemental Higgledy named Tove the Tenebrous. He'll most certainly come in handy during this battle!

Preparation

The wyvern warlord is weak against Wind-based attacks, so Roland's enhanced Circular Sword and Evan's enhanced Flurry are both quite powerful against it. Equip the character that has access to a Wind-based ability with a Breezy Ring if you've previously obtained one, since it slightly increases wind damage. Finally, although not necessary, it's a good idea to head back outside and take a few moments to fully charge up the Zing gauges of all currently equipped weapons by fight a few monsters.



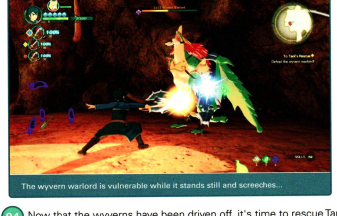
Strategy

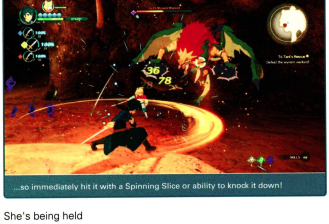
As soon as the battle begins, the wyvern warlord takes to the air and lets out a roar that summons a squadron of four wyvern minions. This riffraff is nothing you haven't dealt with before, so use abilities with large areas of effect such as Roland's Flatliner, or Evan's Kingspin to quickly dispatch them. Once its lackeys have been defeated, the wyvern warlord enters the fray and charges at you with a variety of ground-based and airborne melee attacks.

The wyvern warlord's most commonly-used attack while grounded is a three-hit axe combo, the last hit of which can knock you down if it connects. The boss stumbles a bit after completing this attack, so use this opportunity to dish out some damage. The wyvern warlord also regularly performs a two-handed leaping strike that deals quite a bit of damage, as well as an overhead slash at close range. Evading sideways is your best defensive option against all its attacks—avoid blocking, as you'll most likely get knocked down in the process.

When the boss is airborne, hit it with ranged attacks as well as Evan's Fireball or Water Balloon spells. Jumping attacks can also work if you need to build up MP, but watch out for its swooping dive attack as you slash away. Activate your Higgledies' Special Orders as often as possible—in particular, the newly-acquired Tove the Tenebrous' Higgledy Plunge. With a bit of lucky timing, it's capable of knocking the wyvern warlord clean out of the air. This will leave it dazed for a brief period, allowing you to rush in and deal as much damage as possible by using Evan's Flurry or Roland's Circular Sword if available.

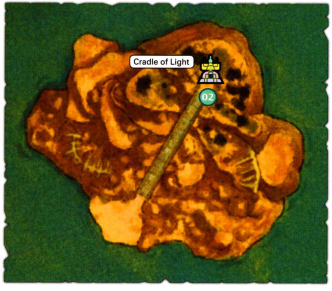
Once its HP pool reaches the roughly 33% mark, the wyvern warlord will begin summoning more minion squads. This time it won't leave the battlefield, however, so build up MP by using light attacks on the weaker wyverns and unleash some of some of your most powerful abilities on the boss. Keep this up and you'll soon be clipping this monster's wings for good!


The wyvern warlord is vulnerable while it stands still and screeches...


...so immediately hit it with a Spinning Slice or ability to knock it down!

04 Now that the wyverns have been driven off, it's time to rescue Tani! She's being held in the back of the den, where the objective marker is pointing; interact with the barricade to open the way, then approach Tani to trigger a cutscene. Thankfully she's none the worse for wear, and the group returns to the Sky Pirates' Base with Tani in tow. Batu, true to his word, agrees to grant them free passage to the King's Cradle, and Tani decides to tag along—becoming your third permanent party member!

2-4 To the Cradle of Light

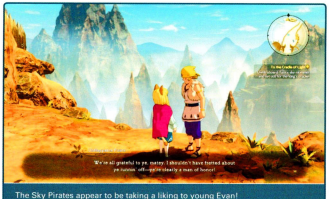


2-4 To the Cradle of Light Recommended Lv. 6

Evan brings Tani back safely, winning Batu's trust in the process. Tani points out that the only way to get to the king's cradle is to fly, and agrees to go along with our heroes on their adventure. But a series of grueling trials await—will Evan be able to overcome them and win his kingmaker at last?

Objectives

01 Climb aboard Tani's sky-skimmer and set out for the king's cradle!
02 Head inside the Cradle of Light!
03 Investigate what's inside the Cradle of Light!



The Sky Pirates appear to be taking a liking to young Evan!

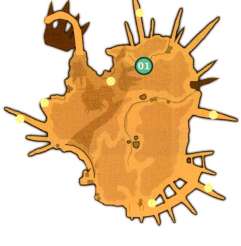
01 You regain control of Evan back at the Sky Pirates' Base—just as before, you can speak to its occupants to hear some updated dialog reflecting the current state of affairs. Now's a good time to purchase both the Bandit Spear and Huntman's Bow at the Sky Pirates' Arsenal shop and to equip them on Tani, though you won't get to use her until the next chapter. Follow the objective marker when you're ready to depart, and speak with Tani north of the airfield to hop aboard a Sky-Skimmer and journey to the Cradle of Light.

02 **03** Having landed on Cwsg-y-Ddraig island (which means Sleeping Dragon in Welsh), it's time to start climbing the stairs leading up to the King's Cradle. Once inside, approach the statue and interact with it to awaken the Voice of the Statue. This mysterious voice reveals that Evan must undergo both the Trial of Knowledge and the Trial of Courage if he wishes to lay claim to the Kingmaker bound to this place. He'll need to take these trials alone, so Roland and Tani can only offer words of encouragement.

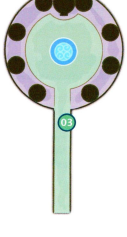


The use of trip doors is disabled for the time being, but you can speak to Khunbish near the Sky-Skimmers if you've changed your mind and want to return to the Sky Pirates' Base.

Sky Pirates' Base



Cradle of Light



The Kingmaker's Trials 2-5

2-5 The Kingmaker's Trials

Recommended Lv. 7

Two trials stand between Evan and a contract with a kingmaker: The Trial of Knowledge, and the Trial of Courage. And what's worse, he'll have to take these tests of his mental and physical abilities all on his own. A truly daunting challenge awaits...

Objectives

01 Step into the magic circle to take the Trial of Knowledge!
02 Take a look at the beginning of the story.
03 Follow the story all the way from the beginning to the end!
04 See what's through the door!
05 Take a look at the beginning of the story.
06 Follow the story all the way from the beginning to the end!
07 See what's through the door!
08 Take a look at the beginning of the story.
09 Follow the story all the way from the beginning to the end!
10 Step into the magic circle to take the Trial of Courage!
11 Complete the Trial of Courage!
12 Defeat Thogg!
13 Tell Batu back at the sky pirates' base that you passed the Trials!

Trial of Knowledge Bonus Orb Rewards

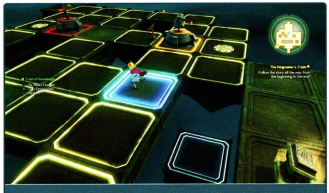
Trial	1st Reward	2nd Reward	3rd Reward
I	Soreaway	Strong Sixth Censer	Leather Armor
II	Sixth Censer	Three-Leafed Soreaway	Warlock's Wand
III	Three-Leafed Soreaway	Sage's Secret	Shamshir

01-04 Interact with the magic circle to begin the Trial of Knowledge. The objective here is to successfully guide Evan through a series of three puzzle rooms. First, you need to approach the glowing book at the beginning of each room and interact with it. The story contained within provides hints as to the order in which you need to pass through a series of checkpoint tiles on the board (each one is represented by a color-coded statue and tied to a character from the story). Pay attention to the story's finer details, as you'll sometimes have to rotate a particular statue so that the direction it faces matches the hints provided by the story. This is done by using Wheels located on specific tiles across the individual puzzle boards; simply approach a Wheel and press ⊗ to rotate the nearest statue. In order to progress, both the order in which you cross the checkpoints, as well as the direction in which the associated statues are facing must match up with the the story. Once all checkpoints have been activated, head to the glowing "End Chapter" pedestal to move on to the next trial.

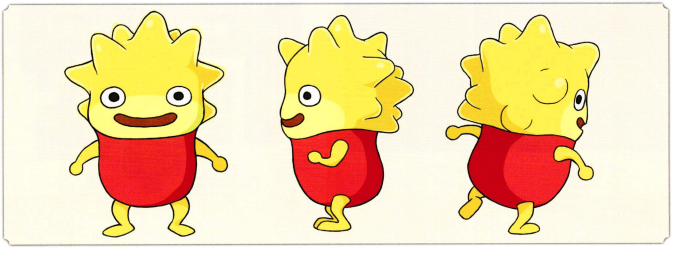
Tiles with a glowing yellow border will fall down into the abyss the moment you step off them, so carefully plan your route before making your next move. You can press Ⓐ at any point to get a bird's-eye view of the puzzle board, and pressing Ⓐ again to returns you to



The tiles illuminate as you step on them, but be careful...



...as they'll fall the moment you step off, never to return! Plan your moves carefully!



the normal viewing angle. It's very easy to make some mistakes and to find yourself unable to complete the puzzle—when this happens, simply press the touch pad to reset the puzzle and try again.

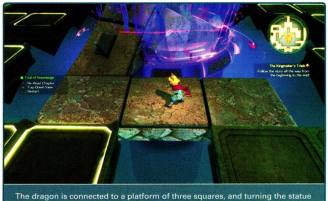
Wisdom of the Kingmaker

You seen them bonus orbs on these puzzle boards by yur, mun? There's three of 'em for each bit o' the Trial of Knowledge, and if you manage to grab 'em all, youell earn youerself some goodies that'll come in proper handy in the Trial of Courage. It makes things a bit more of a faff, like, but with this strategy guide by yur to help you, there's no excuse for gettin' anythin' but full marks!

You can simply follow the map we've provided to easily complete this part of the Trial, as long as you turn the wheel twice before activating the orange statue. The routes on the maps here also take you past each orb along the way, so you won't miss anything. Once you've reached the pedestal at the end, interact with it to open the gate to the second part of the Trial.

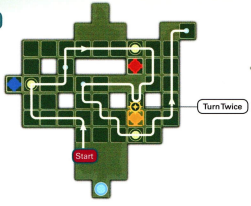
05–07 This part of the Trial is a little more complex, but still fairly straighforward. The statues must be activated in the order pink, green, purple, blue and finally red. Following the map should make this easy, just remember to turn the wheels next to blue and red twice each as you go past them.

08–10 The final Trial is more demanding, and requires you to plan your route well, especially if you want all of those orbs. The statue order this time is purple, green, pink, red, orange and then blue, and each statue must destroy a tower nearby in order to keep the story going. This is usually done by pointing the statue at the tower using a wheel, but some are not quite so direct. Pink must be turned to face red, so that the events of the story play out properly, and the final wheel must be used to turn the dragon in the center of the board to face the blue statue, so the boy can deal the finishing blow. Once that's done the pedestal will appear and you're free to exit via the portal behind you. Doing so takes you to the Place of Strength, where you'll be tested by a powerful foe.

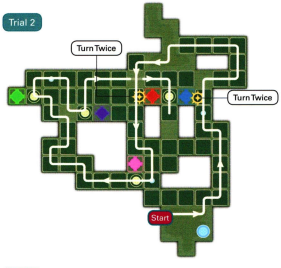


The dragon is connected to a platform of three squares, and turning the statue also repositions this platform.

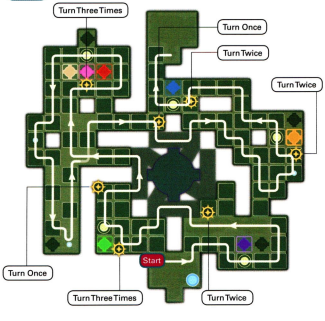
Trial 1



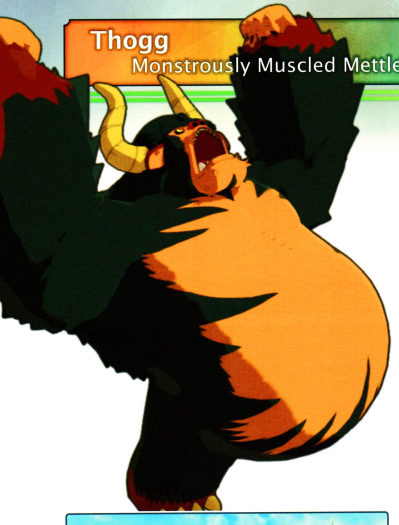
Trial 2



Trial 3

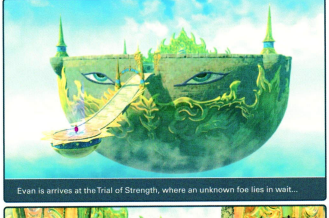


Thogg
Monstrously Muscled Mettle-Tester

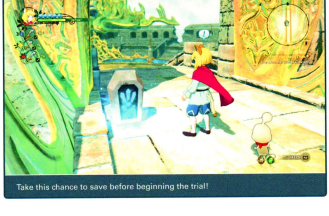


Thogg Details								
Stats	Lv.	Affinity					Res.	HP
	14		73	101	101	67	84	High	3386
Elemental Resistances								
	10%		10%		10%		10%		-20%
Status Resistances	Poison		Freeze		Sleep		Confusion		Petrify
	35%		35%		35%		35%		30%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	260	408
Rewards							
Choppy boss's Boots ★★★★★							

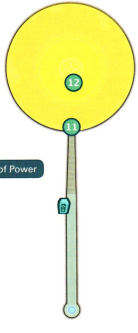
Recommended Skills		
Party Member	Skill 1	Skill 2
Evan	Flurry	Fireball



Evan is arrives at the Trial of Strength, where an unknown foe lies in wait...



Take this chance to save before beginning the trial!



11 12 Entering this ornate arena will commence the Trial of Strength—in which you'll have to defeat the gorilla-like Thogg to acquire your Kingmaker. Rest at the waystone and make your preparations, before descending the staircase when ready to face this fearsome foe!

Wisdom of the Kingmaker

Run in and get wallopin' the moment you see this burly, bare-knuckled bruiser windin' up to somethin' big. It's risky, but if you get it right, it's well worth it. Youell daze him and stop him attackin'—there's beautiful!

Preparation

Equip both the Shamshir and the Warlock's Wand if you've collected all three Bonus Orbs during the second and third Trials of Knowledge. These weapons will give you a huge advantage against Thogg, as they're much stronger than those you would normally have acquired at this stage of the game. Make sure Evan has all your best armor equipped—you can borrow from your other party members if necessary. This boss is weak against Dark-based attacks, so assign Tove the Tenebrous to your Higgledy lineup.

Strategy

Thogg is a formidable brute with a large repertoire of dangerous attacks and a predilection toward hitting things with his fists. He'll try to close the gap with his leaping slam attack (telegraphed by Thogg briefly beating his chest), before attempting to pummel you with various punches, swipes and slams. He can also rip large boulders from the ground and toss them in your direction from a distance. Evasion is the best overall defensive option here, but perfectly timed blocks negate nearly all damage and allow you to counterattack more easily. Evading is far safer, but give perfect blocking a shot if you're feeling confident in your timing!

You can fight Thogg by keeping your distance and using Step Shots, before slashing him with light attacks to build up your MP and Zing gauges as he closes in. Once you have a full Zing gauge, wait for Thogg to stand still and scratch himself, then immediately unleash Evan's Kingspyre or Gale-Force Flurry Abilities to knock this hairy bully down!

Once you're depleted a third of Thogg's HP, he'll enter an enraged state and gain access to his massive charged attack punch. You'll easily see this move coming, as Thogg will start spinning his fist while charging up for a few seconds; it's best to refrain from attempting a charge break for now since the brute's default CBP is too high for Evan's skills to easily break. (For a detailed explanation of charged attacks, charged breaks, and CBP, consult P.42.) Focus instead on avoiding Thogg's massive punch by moving in close and running circles around him; you'll be able to completely outmaneuver him and score some free hits from behind as he recovers! Smoke rises from Thogg's head when he's enraged, and he attacks relentlessly without pausing until he runs out of steam; this leaves him briefly vulnerable, so knock him down with an enhanced skill the moment this happens!

As his HP is reduced even further, Thogg gains access to his second charged attack: a devastating flying body slam. This attack causes the burly beast to bounce into the air before crashing down on the ground—causing a shockwave to blast out over a large radius surrounding the point of impact. You can either gain some distance and avoid Thogg's shockwave by jumping as he's about to land, or you can attempt to perform a charge break to outright cancel his body slam. This can be accomplished by using Evan's Flurry ability or by absorbing nearby Higgledies to cast a powered-up Fireball spell—leaving Thogg in a dazed state where his horns can be smashed and the fight easily ended!

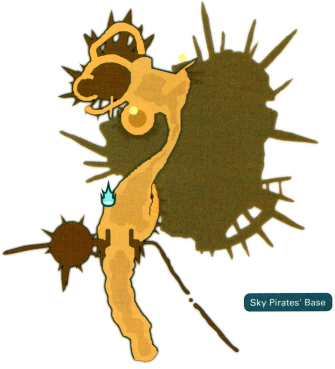
Having conquered both trials, Evan is deemed worthy and finally gets to meet the Kingmaker he came here to claim. The Kingsbond is forged with the diminutive Lofty, and the Tactic Tweaker is introduced! This latest addition to your Main Menu lets you modify various parameters and settings that directly affect your performance in battle, as well as the rewards gained from them. For info on everything related to the Tactic Tweaker, flip to P.22.



A well-timed jump lets you avoid the shockwave caused by Thogg's flying body slam!



Keep an eye on your Higgledies and activate their Special Orders whenever they give the signal!



Sky Pirates' Base

13 The group returns to the Sky Pirates' Base to share the news of their success with everyone. The base's inhabitants have some new things to say about the current happenings, so talk to everyone if you don't want to miss any unique bits of dialog. When you're ready to move on to the next chapter, follow the objective marker and speak with Batu near the Inn. In an unexpected turn of events, the Sky Pirates have decided to pledge their loyalty to the young King Evan—becoming his first subjects in the process!

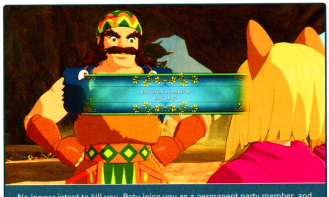
3-1 Heartlands, Homelands

Recommended Lv. 11

A great kingdom needs a great location, and having looked at a map of the nearby area, Roland decides that the Heartlands are the perfect place. The only problem is that a bunch of bloodthirsty bandits stand in the way. Time to take a lesson in army-on-army battles from the mighty Batu!

Objectives

01 Head for the Heartlands!
02 Take to the field with your army and beat back the bandits!
03 Defeat all the bandits!

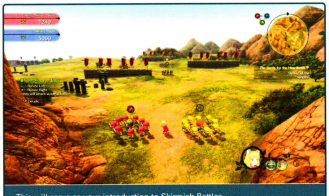


No longer intent to kill you, Batu joins you as a permanent party member, and soon to be citizen!



01 Your main objective now is journeying to the Heartlands: the ideal location to begin construction of Evan's fledgling kingdom. The winds there aren't strong enough to carry the Sky-Skimmers, so you'll have to travel by foot—through the Soaring Peaks. Batu warns that the Heartlands are infested with Bandits, but he calls upon the services of Khunbish and Chingis (both Skirmish Unit Leaders), to accompany the group. Eager to witness Evan's plans coming to fruition, Gerel also decides to tag along for the ride.

That's not all, however, as the great Cloud Snake himself—Batu—joins the group as a permanent party member! His sheer strength is without equal and he's as sturdy as they come, so feel free to experiment with including him in your party composition.
Speak to the various Sky Pirates around the base for some optional dialog, then exit the area once you're ready to progress. You can teleport to the Snaketooth Ridge trip door to save a bit of time, as this will place you closer to your destination. From there, simply follow the objective marker to the (previously blocked) path leading directly into the Heartlands. Batu prepares for battle against the bandits occupying that region by planting a Battle Standard for your troops to rally under!



This will serve as your introduction to Skirmish Battles.

Wisdom of the Kingmaker



There's a few folks along for the ride now, which means youell need to use the party menu to swap people in and out when you want to shake things up! Everyone's got their own particular strengths and weaknesses—not to mention their own special abilities. You can mosey on over to P.48 if you want to know more about 'em!

Skirmish: The Battle for the Heartlands

02 03 Here you're introduced to the concept of skirmishes: army-on-army battles in which you, as Evan, assume command of up to four units of troops in a variety of real-time tactical combat scenarios. When you're ready to join the fray, interact with the nearby Battle Standard to begin the Main Story related "The Battle for the Heartlands" Skirmish.

Every Skirmish begins at the Briefing Menu; this menu gives you an overview of the terrain, the positioning of enemy units and fortifications, the conditions for victory and failure, as well as the Might value of both opposing armies. You can check the status of each army's units by selecting the "Inspect Forces" option, and assign your desired units by selecting "Muster Forces". Choose the "Mobilize Forces" option when you're ready to get into the action, but for full details on everything related to Skirmishes, turn to P418.

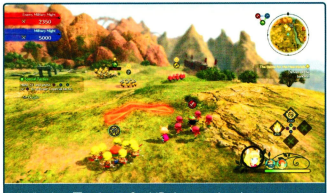
The objective of this Skirmish is quite straightforward—defeat all the bandits! You have two unit leaders under your command: Khunbish, who leads his band of Archers, and Chingis, leader of a pack of Swordsmen. They each have their role to play during combat, so use L1 or R1 to rotate your Swordsmen to the front of the formation where they'll be most effective. Keep in mind that you'll have to manually readjust your formation as you move across the battlefield; try to aim your Swordsmen in the direction of enemy units as you move in to engage them. There's no need to press any buttons to command your troops to attack during Skirmishes; simply moving your units within range of the enemy's will automatically cause them to engage.

Head toward the bandits at **Position A** and bash them with your Swordsmen, while your Archers fire volleys of arrows from the back of the formation—safely out of harm's way. Once these bandits have been taken out of the picture, you'll gain access to the Might Gauge; holding down ⊗ will initiate a Quick March, greatly increasing the movement speed of Evan and his units. Holding down L2 launches an All-Out Assault, enhancing the attack rate and combat effectiveness of your troops so long as that button remains held. Both actions drain the Might Gauge (when either ⊗ or L2 are being pressed), though it will gradually replenish once you stop issuing these commands. Using both the Quick March and All-Out Assault commands liberally is key to your success, so don't forget about them!

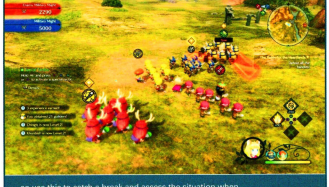
Chase down the enemy Fusilier units (yellow gun icon) using Quick March, then switch to All-Out Assault after you've closed in. Once they've been defeated, you'll be ambushed by a few Malleteer units. Thankfully, your Swordsmen are the natural counter to this Unit Type, so point them at the Malleteers and switch to All-Out Assault to quickly send them packing.

Next up you'll gain access to Special Tactics: powerful abilities specific to each Skirmish Unit. Hold R2 and press either △, ⊗, ○, or □ to activate the Special Tactic assigned to that button—go and test these new abilities against Tyran and his minions who are stationed near the closed gate at **Position B**. Khunbish's Deafening Roar is great for temporarily preventing enemy units from moving, while Chingis' Air Raid makes short work of tightly clustered groups of enemies by raining death upon them. Focus your Swordsmen on the enemy's Sorcerers first, before turning their attention to Tyran.





Holding down R2 to aim your Special Tactics pauses the action...



...so use this to catch a break and assess the situation when things get too chaotic!

Wisdom of the Kingmaker

What's that, mun? You wanna know what military might is, is it? Good question! It's the power you use to pull off Special Tactics, call reinforcements, build battlefield installations, and all kinds of other useful stuff! Proper useful, it is! Which means you'd best not go wasting it willy-nilly—it en't easy to get back!

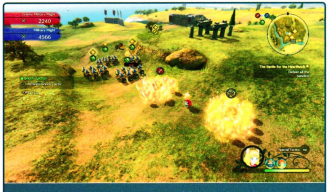
Pass through the now open gate and head down the ramp, but don't proceed further yet! There's an enemy Tower behind the barricades at **Position C**, so methodically take out the surrounding bandit units (without getting too close to the Tower), then storm in using Quick March and tear the Tower down with your Swordsmen. Pick up the Medium Military Might Boost from the rubble and make your way toward the enemy Command Post at **Position D**; destroy it and Evan will gain access to the extremely powerful Shock Tactics ability.

It's time for this Skirmish's final showdown! Follow the objective marker down the ramp and activate your Shock Tactics as you near Tyran and his bandit lackeys. It's possible to use Chingis' Air Raid to take out most of the enemies in one fell swoop, as they're all tightly clustered. Don't forget to use the All-Out Assault command when attacking and you should have no trouble winning the battle. This surely won't be the last you'll be seeing of Tyran and his bandits, but for now you can celebrate your victory!

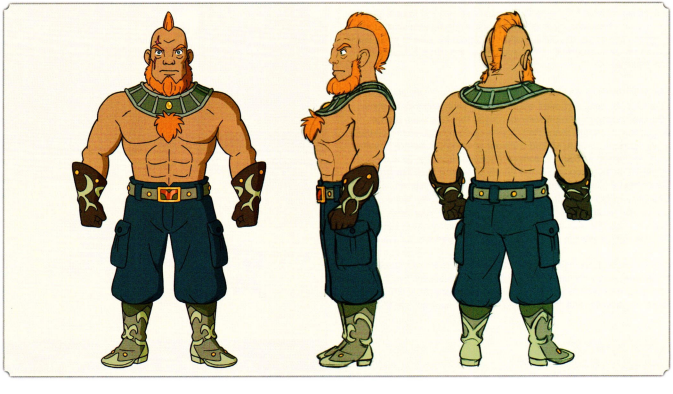
The Muster Forces Menu becomes available from the Main Menu; this lets you check the current status of your army, as well as assign Skirmish Units to one of the four available slots. With this introduction to Skirmishes out of the way, follow the objective marker and officially enter the Heartlands to trigger a cutscene—the group puts together a temporary settlement, but they'll be needing some high-quality materials in order to begin construction of their kingdom in earnest.



Press Ⓐ to activate Shock Tactics and turn the tables on the enemy! This special mode allows you to deal bonus damage to all enemy unit types.



This state also negates the damage bonus of the enemy's attacks, so you can ignore the effects of the Weapon Triangle for a brief period!



3-2 The Master of the Forest



3-2 The Master of the Forest — Recommended Lv. 11

The friends have built a temporary camp on the site where they mean to establish their kingdom, but they'll need wood to begin building—and plenty of it. It seems there's no shortage of it in the Forest of Niall to the south of the Heartlands, but they'll have to get past Niall before they can get their hands on any.

Objectives

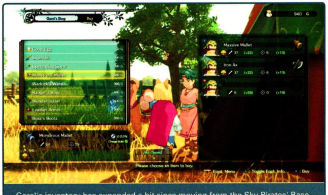
01 Head for the Forest of Niall!
02 Speak to Niall, master of the forest!

3-2 Recommended Optional Activities	During Objective	More Info
Here come the Whamsters! and "Wallop the Whamsters!" are the first optional replayable Skirmishes that become available. If you want to gain a bit of EXP for your Skirmish units, seek them out!	01	P.456
Mr.Higglesworth in the Jumblewoods will trade you stat-enhancing Sweets for your unwanted Pebbles.	01	P.661
The Wolfram Sword from Red Chest 67 in the Sundown Woods is a significant upgrade for Evan or Roland.	01	P.633
Defeat Tainted Monster 04 "Clangston" to obtain a suit of Secure Bone Mail and some Guilders.	01	P.508

01 Take a look around camp and speak with its occupants to hear some optional conversations. Gerel's Shop near the settlement's entrance sells some useful weapons and armor—prioritize buying equipment for the party members you intend to use, as you likely won't have enough money to buy everything available. Don't forget to sell some of your old unwanted gear for a bit of extra cash! When ready to progress, exit the safety of the camp and step into the Heartlands.

The Heartlands invite you to explore, though your main objective lies through the Evergroves, southwest of your kingdom to come. You can choose to immediately journey in that direction, but be aware that there are many Red Chests containing powerful pieces of equipment that you should consider seeking out before heading into the Forest of Niall. The most notable items currently accessible in the Heartlands region are the Windy Shamshir acquired from Red Chest F17, as well as the Confusing Blunderbuzzer and Shooty Leather Armor in Red Chests F19 & F21, respectively. None of them are difficult to acquire and they'll greatly increase your party's capabilities. Regardless of your chosen course of action, start by activating the Heartlands trip door directly north of Evan's settlement.

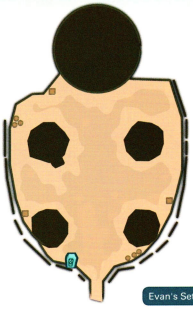
The monsters populating the Heartlands pose more of a threat than those previously encountered, but they're mostly comprised of species you're already familiar with. Of exception are the intimidatingly large manticores, one of which you may have spotted roaming the



Gerel's inventory has expanded a bit since moving from the Sky Pirates' Base.



Some enhanced abilities such as Roland's Cyclone Sword and Evan's Kingspyre can briefly knock the manticore down if they connect while it's roaring.





field behind your settlement. You're by no means required to fight these enemies for the time being, but it's possible you'll anger one while exploring or collecting the Red Chests mentioned previously.

Their moveset is quite similar to the transformed Black Knight's, so you'll want to adopt similar tactics. Sticking to their flank works best, as it allows you to deal some damage while staying out of reach of most attacks. Watch out for the manticore's frenzied leaping attacks—they're quite hard to predict and avoid. Evade as far away from the monster as possible once it begins leaping, as you can expect a poisonous venom cloud to be spewed from its tail as it completes this leaping attack cycle. Once its HP is low, the manticore will prepare a deadly explosive blast. Not only is this attack likely to kill nearby party members instantly, it'll inflict the Sleep status on those lucky enough to survive—staying far away and using ranged attacks is the safest way to avoid it. The manticore is weak against Fire attacks, so consider using Evan's Fireball or Kingspyre skills here.

Follow the objective marker southwest, and as you near the Evergroves you'll be introduced to one of the many Tainted Monsters plaguing the world of Ni no Kuni II: Googah. It's highly recommended to avoid fighting this monster for the time being, as you're currently both undergeared and underleveled. It's worth noting that the game auto-saves each time you choose to fight a Tainted Monster, so you don't have to worry about losing progress. For now, steer clear of googah and proceed into the Evergroves, but for full details on Tainted Monsters, including locations and strategies, visit P500.



Pick up the Duskproof Leather Armor from Red Chest F24 in the Wiggly Wey area.



Absorbing nearby Higgledies before using Evan's Fireball spell can allow you to easily break through a manticore's deadly charged attack!



The Gutsy boss's Boots found in Red Chest F23 can allow their wearer to survive an otherwise fatal blow!

02 Follow the objective marker and activate the Wiggly Way trip door on the way to the Forest of Niall. Explore and familiarize yourself with this region if you wish (as there are Red Chests strewn about), but it's best to avoid entering the Shiverwood Shrine as the enemies there are too tough for you at this stage. You won't be able to proceed further into the Everwoods until you complete this sub-chapter. When you're ready to progress, cross the giant root bridge leading to the Forest of Niall's entrance and head inside.

Save your progress and activate the Greenling Grove trip door, then head toward the gigantic hollowed-out tree directly in front of the forest's entrance. Red Chest 24 found inside contains a Wolfram Spear—a nice upgrade over Tani's current spears. Also of note is the Fiery Ranger's Bow in Red Chest 27 which you can equip either Tani or Batu with. The mumshroom enemies introduced here are weak against Fire, so why not test out this newly acquired bow on them? Keep your distance when the mumshroom starts raining down spores—they deal quite a bit of damage and can quickly incapacitate you if you're not paying attention! The mumshroom will also sometimes summon a group of tiny sporcino babies, so try to take them out with area of effect skills before they get a chance to spread out. Evade away if you see the mumshroom begin inhaling gusts of wind, as this is the cue that signals its radial wind blast attack. Mumshrooms are quite susceptible to Spinning Slice or skills—they'll often stagger backwards and even stumble down after being struck by one of these attacks!

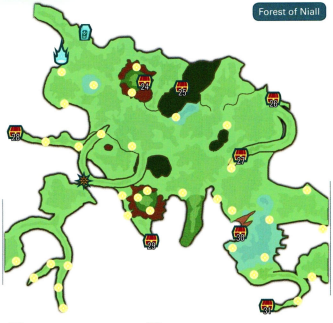
Follow the objective marker and a cutscene will begin as you approach the entrance to Greenling Grove. Having fled Ding Dong Dell after the coup, Floyd is desperate to find employment. He's set his sights on becoming Niall's personal chef, but the Greenlings want nothing to do with him. In a stroke of luck, Floyd happens to recognize Evan, and the young king offers him the opportunity to become his kingdom's resident chef. He agrees without hesitation, and runs off to the Heartlands where he'll be waiting for you at your new kingdom. The Greenlings, pleased that you've resolved this situation, then grant you access to Niall's inner sanctum known as Sunnypatch Pond.



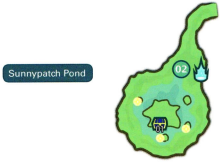
Wisdom of the Kingmaker

Crikey! Floyd's only gone and set up shop back at ouer camp already! There's quick, he is! He can only bake bread at the moment, but find him a recipe book or two, and he'll soon be broadenin' his repertoire!

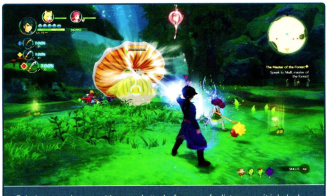
Speaking to Niall reveals that he's lost his forest to Pugnacius, the ruler of Goldpaw, in a dubious dice game. The party agrees to head to Goldpaw in order to find out what happened and try to get Niall his beloved woods back. Niall agrees to let Evan and his friends take all the wood they need if they'll help him reclaim what's rightfully his.



Wolfram Spear	Venom-Be-Gone
MockToadstool	Angel'sTear
500 Guilders	Dice Dumplings
Fiery Ranger's Bow	Soreaway

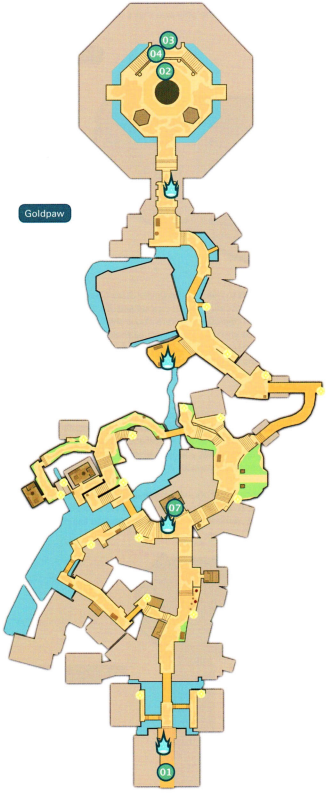


10000 Guilders



Pelt the mumshroom with ranged attacks from a safe distance as it inhales!

Meeting Master Pugnacius 3-3



3-3 Meeting Master Pugnacius

Recommended Lv. 12

Unluckily for Evan, the Forest of Niall is actually now the Forest of Pugnacius, having been taken over by the ruler of Goldpaw after Niall lost to him in a dice game. However, it seems Pugnacius has earned himself quite the reputation for not playing fair, so it's up to the friends to go and see if all is as it should be.

Objectives

01 Head for Goldpaw!
02 Head for the building at the top of Goldpaw that looks like a castle!
03 Speak to Master Pugnacious in the Grand High Roller's Hall!
04 Play dice with the Grand High Roller's gatekeeper!
05 Head to the casino and see if you can uncover any signs of cheating!
06 Ask around for information at the casino!
07 Gather everyone in the lobby of the inn and see what Tani has to tell you!
08 Go back and see the Grand High Roller's gatekeeper!
09 Speak to Master Pugnacius in the Grand High Roller's Hall!

3-3 Recommended Optional Activities	During Objective	More Info
If you get the Hardwearing Wool from Red Chest 110 in Eert Grove, you can use it as an offering at the Higgledy Stone in Tightfit Cavern to obtain Frumious the Flammable.	01	P.641

01 **02** Activate the Sunnypatch Pond trip door, then teleport to the Wiggly Way trip door. Follow the objective marker and traverse the large root bridge to proceed further into the Evergroves, where you'll soon enter the Eider Downs region. Head toward the city of Goldpaw, making sure to activate the Calmlands trip door along the way. There are Red Chests scattered throughout the Eider Downs region if you wish to explore, and it's also possible to proceed further south into the Shipshire region—though it's best to wait until you've completed Chapter 03 before doing so.

The bustling city of Goldpaw awaits, but first, make sure to activate the Great Gate trip door; take in the sights and feel free to get acquainted with some of Goldpaw's many unique citizens. The Sweet Saffron Tea House deals in foods, which offer a wide selection of temporary buffs. The nearby Iron Orchid Weapon Shop sells some gear that might prove useful, so it's not a bad idea to purchase a few weapons for your preferred party members. As you make your way north through the city, activate the Chamomile Inn, Lucky Stars Casino, and Fortune Square trip doors when you've reached their respective locations.

Once you approach the entrance to Fortune Square, a cutscene will automatically trigger. The Lady of Fortune is set to perform the ceremony in which the rate of taxation is decided for that month; she rolls a die and the number decides the tax rate while Pugnacius, the Grand High Roller of Goldpaw, conducts the ceremony. The Lady of Fortune has been rolling sixes (six-fold increase!) for the past two months, and this time is no different. The citizens of Goldpaw blindly trust this system, but something doesn't seem quite right.



Be sure to pick up the Spellcrafty Warlock's Wand from Red Chest F20, since it reduces the amount of MP required to cast spells. Hold on to this wand even when its stats become outdated!

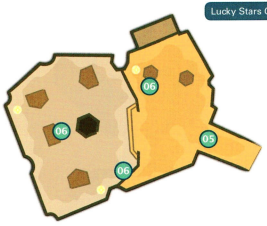
03 04 After the cutscene, follow the objective marker and an event will begin. The Gatekeeper refuses you an audience with Master Pugnacius and Roland suggests a game of dice to settle the matter. If you win, the Gatekeeper will let you pass, and if you lose, you'll have to pay him.

Speak with the Gatekeeper to begin the dice game (it's worth noting that you don't need to have 1000G in your inventory to play). You must call Red or Black after the Gatekeeper rolls his die, but this choice doesn't matter, since the game is rigged. After losing the first round, your debt is increased. You'll then have a choice of three answers, but they only affect the dialog, so pick whichever you prefer. Pick Red or Black and you'll lose the second round. Your debt is increased even further, and you get to choose from three possible answers once again. You'll lose for a third time, and Tani intervenes to stop a gambling-addicted Evan from getting further into debt. Not that it's going to help much, since the Gatekeeper reveals that your debt is already up to ten million Guilders. The Gatekeeper then summons an obnoxiously loud bird called a Duebill to follow you around and remind you of your debt until it has been repaid. Judging by the fact that most people around town are also shadowed by a Duebill, it seems like Evan isn't the only one that's fallen victim to the rigged dice game.



If the rumors are anything to go by, no game here in Goldpaw is quite what it seems...

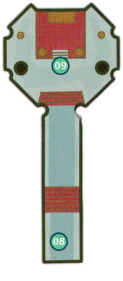
Lucky Stars Casino



05–07 You need to head to the Lucky Stars Casino to look for any signs of cheating or suspicious activity. Speak to the three casino-goers with objective markers above their heads to gather information. Once you've spoken with all three of them, the party will exit the premises and discuss their findings: the dice used in the casino are the same as those used by the crooked Gatekeeper. Batu acquires his own (massive!) Duebill since he couldn't help but gamble a bit.

Tani wants to regroup at the Inn and discuss a plan with the party. Teleport to the Dreaming Camomile Inn and head inside to trigger a cutscene. Tani has "borrowed" a dice and demonstrates how it's rigged. Lofty proposes that you play another game of dice with the Gatekeeper—but this time with a plan to turn the tables on him!

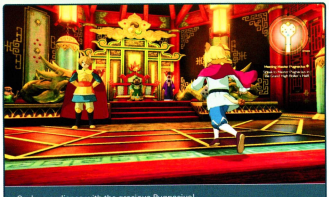
08 09 Head back to Fortune Square and speak with the Gatekeeper to propose another game. He accepts, and Lofty uses some creative means to sneakily manipulate the die and win



Grand High Roller's Hall

the game. Pugnacius shows up escorted by his advisor, the Mandarin, and Evan mentions the reason for the group's presence in Goldpaw. After hearing their story, Pugnacius removes the debt and throws the Gatekeeper in jail.

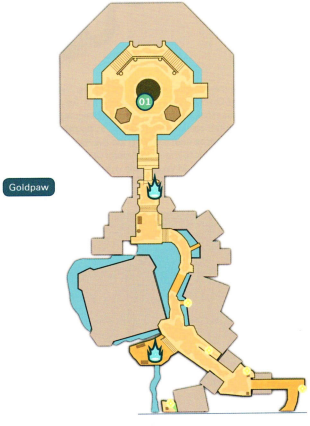
Next, follow the objective marker and enter the Grand High Roller's Hall. Pugnacius awaits on his throne—speak with him and Evan will explain that Niall wishes to get his forest back. Pugnacius sees no reason to simply hand it back, since Lady Luck herself rolled the die that won him ownership of Niall's forest. He invites Evan's party to inspect the statue if they so please, and they decide to take him up on the offer.



Seek an audience with the gracious Pugnacius!

A Nationwide Scandal 3-4

01 It's time to inspect Lady Luck for any signs of foul play! Approach Her and press ⊗ to initiate an event scene. Oddly enough, Lofty can't find anything suspicious, though he notes that Lady Luck is protected by many charms and magic-repelling wards—ruling out the influence of magic. It seems that the culprit meticulously covered their tracks… Thankfully, a nearby citizen gives the party a clue about the fact that Lady Luck's dice has been recently replaced with an entirely new one. This state-of-the-art replacement has been crafted in a remote location, somewhere deep within the Forest of Niall. This provides a solid lead, so teleport to the Sunnypatch Pond trip door.



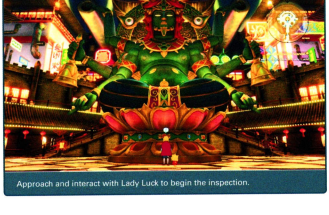
3-4 A Nationwide Scandal Recommended Lv. 14

After an obviously rigged dice game with Pugnacius's gatekeeper, it becomes clear that cheating is rife in Goldpaw. However, without proof, it's going to be hard to convince people that Pugnacius cheated Niall out of his forest. It seems he used Lady Luck in the game in question, so the pals decide to look there.

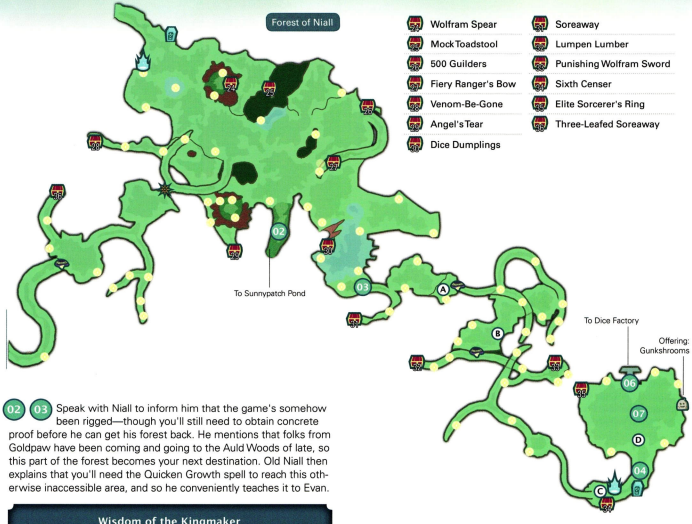
Objectives

01 Take a closer look at Lady Luck!
02 Go and see Niall!
03 Head to the Auld Woods, deep in the Forest of Niall.
04 Search the dice factory for evidence of cheating!
05 Escape from the dice factory!
06 Defeat the mossy monument!
07 Go and accuse Master Pugnacius of cheating!
08 Head to Fortune Square for the Trial by Fortune!

3-4 Recommended Optional Activities	During Objective	More Info
Cast Quicken Growth on the Mushrooms west of the Forest of Niall on the Wiggly Way, and grab the Hearty Pendant from Red Chest F47.	03	P.600
Quicken Growth can also be used on the Mushrooms near the Wyvern's Den to reach Red Chests F50 & F51 for a Glowproof Spring Mantle and Songbook No. 19, respectively.	03	P.598



Approach and interact with Lady Luck to begin the inspection.



02 03 Speak with Niall to inform him that the game's somehow been rigged—though you'll still need to obtain concrete proof before he can get his forest back. He mentions that folks from Goldpaw have been coming and going to the Auld Woods of late, so this part of the forest becomes your next destination. Old Niall then explains that you'll need the Quicken Growth spell to reach this otherwise inaccessible area, and so he conveniently teaches it to Evan.

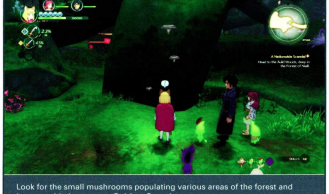
Wisdom of the Kingmaker

You can use that fancy new Quicken Growth spell of youers to get to all kinds of new places by turnin' teeny tiny toadstools into massive mushrooms, mun. You've probably passed a few already, so retrace youer steps and have a good look about—youell soon spot 'em! And if you can't, take a look at that Recommended Optional Activities table over by there! That'll soon put you on the right track!

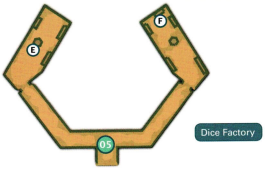
Follow the objective marker and press ⊗ next to the mushrooms at **Position A** to cast Quicken Growth and open the way forward. Proceed along the massive winding branches (collecting items from foraging points along the way), until you arrive at **Position B**. Use Quicken Growth once more and hop atop the oversized mushrooms to progress. Head deeper into the Auld Woods until you arrive at **Position C**; activate the Auld Woods trip door and rest at the waystone, before entering the secluded clearing (**Position D**) that's home to the hidden Dice Factory.



Don't miss the Punishing Wolfram Sword found in Red Chest 33 after climbing the mushrooms at Position B!



Look for the small mushrooms populating various areas of the forest and interact with them to use Quicken Growth.

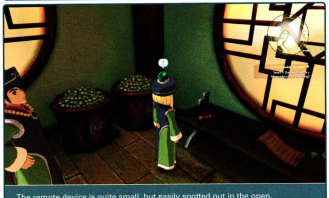


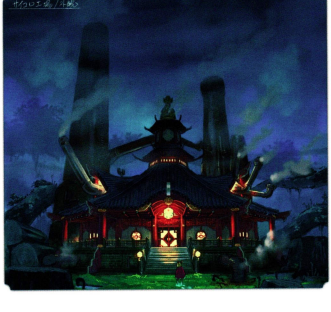

Tani and Batu will remain outside and stand watch!

04 Approaching the Dice Factory will initiate an event scene in which the group deliberates on their next course of action. The brute force approach is out of the question, so they agree that sneaking inside is the best option. Fortunately, two workers taking their break outside the factory's entrance provide Batu and Tani with the perfect opportunity—they knock both disreputable dice-makers out cold, so Evan and Roland can swipe their outfits and infiltrate the factory undetected.

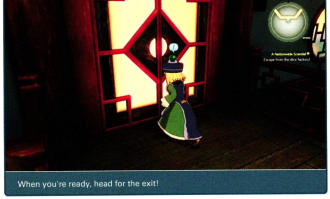
Once inside, your next task is to find two forms of evidence: one that proves the special die used by Lady Luck has been rigged, and another that ties Pugnacius to the deception. Begin your investigation by sleuthing around the room at **Position E** and mingling with its occupants. You can press ⊗ to interact with a few objects, but your objective is the Remote Device found on this table—it's located in the back corner of the room. With one piece of evidence secured, turn your attention to the room at **Position F**; you'll find the Set of Signed Instructions proving Pugancius' guilt inside the drawer of a cabinet at the back of the room.

With the evidence obtained, it's time to quietly make your exit and regroup with Tani and Batu outside the factory. Before you leave though, check your equipment and adjust your party if necessary, as you'll be instantly thrown into a boss fight.

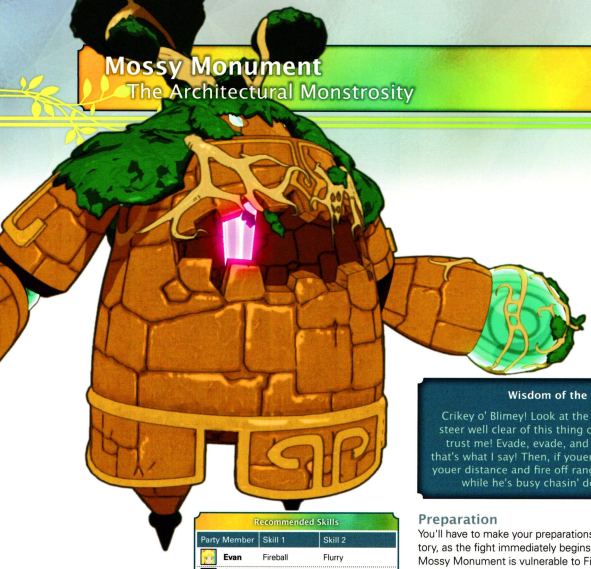

The remote device is quite small, but easily spotted out in the open.




The Set of Signed Instructions are not in plain sight; they are located inside these cabinet drawers.


When you're ready, head for the exit!

Mossy Monument
The Architectural Monstrosity



Wisdom of the Kingmaker

Crikey o' Blimey! Look at the size of it! Youell want to steer well clear of this thing once it spins up to speed, trust me! Evade, evade, and evade some more, that's what I say! Then, if youer clever, you can keep youer distance and fire off ranged attacks and skills while he's busy chasin' down youer pals!



Recommended Skills

Party Member	Skill 1	Skill 2
Evan	Fireball	Flurry
Roland	Flatliner	Circular Sword
Tani	Burrowing Bolt	Spark Spike
Batu	In a Spin	Strongman Stance

Mossy Monument Details

	Lv.	Affinity					Res.	HP
Stats	21		154	154	154	154	High	6688
Elemental Resistances								
	-30%		0%	0%		50%		0%
Status Resistances	Poison		Freeze		Sleep		Confusion	Petrify
	20%		50%		100%		50%	50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	260	408	

Recommended Tactic Tweaker Settings

Affinity	
Element & Status	—
Arts of War	Dynamism

Rewards

Watery Barrage Bow ★★★★★

Preparation

You'll have to make your preparations before exiting the Dice Factory, as the fight immediately begins once you step outside. The Mossy Monument is vulnerable to Fire, so Evan's Fireball spell is quite powerful here (especially with the Spellcraftyzzzzzzz Warlock's Wand if you've obtained it). The Fiery Ranger's Bow should also be equipped on Tani or Batu if you've previously acquired it. Prioritize equipping armor with the highest Physical defense available, since with the exception of its Dark-based Nixing shockwave, the Mossy Monument's attacks are strictly Physical in nature and will hit hard.



Steer clear of the Mossy Monument's rolling dash attack! Evade as the boss closes in to prevent getting knocked down and taking damage.

Strategy

05 06 Things aren't looking so good for the Sky Pirate duo, as they've been ambushed by a monstrous guardian while you were busy. Without hesitating, Evan and Roland jump in to help fight off this unexpected threat and save their friends.

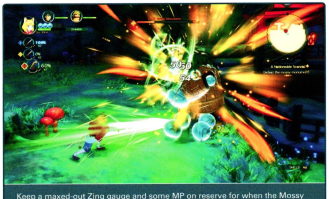
This overgrown automaton's main strategy is to chase you down and bash you with its fists—performing a mean two-hit punch combo followed by a spinning attack. These attacks carry a lot of

momentum and propel the Mossy Monument toward you, so be sure to evade the first punch before simply running away. At a distance where it can't easily pummel you, the Mossy Monument will resort to its flying knuckles attack—detaching its fists and launching them at you from afar. Getting rammed by one of these long-distance haymakers will likely leave you dazed; your best defensive option is to evade sideways to get out of the blast's radius.



The boss will often pause and let out a taunting roar—hit it with an enhanced skill to knock it down, then build some MP using light attacks!

Alternating between dash shots and skills—before switching to light attacks to recover MP when openings present themselves—is the best way of tackling this monstrous golem. Most of its attacks can knock you down, so carelessly going all-in with melee attacks isn't a good option. When choosing the close-range approach, focus on successfully dodging the Mossy Monument's attacks before moving in to land a few blows. As always, keep an eye on your Higgledies during the battle, and activate their Special Orders whenever you get the chance!



Keep a maxed-out Zing gauge and some MP on reserve for when the Mossy Monument starts charging up, and let loose an enhanced skill to perform a charge break!

Once it's taken enough damage, the Mossy Monument will periodically begin charging up—this signals that it's preparing to unleash a dangerous, nix-inducing charged attack explosion. Not only does this attack deal crippling amounts of damage, it also temporarily prevents any afflicted party members from using skills. The range of this explosion is large enough to cover a massive portion of the battlefield, so you'll need to switch to an all-out offense and attempt a charge break whenever the Mossy Monument charges up. Doing so will both leave the boss dazed and cancel the explosion—giving you a chance to deal some additional damage. If you get hit by this attack, immediately heal up by using a few soreaways!

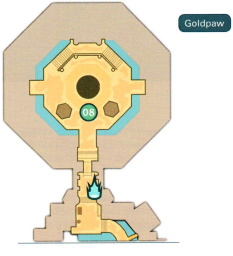


Watch out for this tell-tale scream once the Mossy Monument's HP reaches the 33% mark—it signals an incoming barrage of flying knuckle attacks!

As its HP pool dwindles, the Mossy Monument will begin using its flying knuckles attack in a frenzied manner, barely pausing between shots. Dodging sideways as each shot is fired allows you to safely avoid getting hit, though simply running laterally also works well if you're far enough away. The boss will be exhausted for a moment following this blitz, so use this opportunity to blitz him back! Keep up your offense and this moss-covered monstrosity will soon crumble to pieces.

In a stroke of luck, none of the factory-workers noticed the commotion going on outside, so it's time to head back to Goldpaw—armed with enough proof to expose Pugnacius and help Niall reclaim his forest. Before you leave though, interact with the Higgledy Stone in this clearing, and offer it a Gunkshroom (found in foraging points throughout the Forest of Niall) to befriend Mutton-Bane the Mushy! There's also an Elite Sorcerer's Ring hidden in Red Chest 35, at the opposite end of the clearing. When ready, teleport back to Fortune Square and go accuse Pugnacius!

07 08 Head to the Grand High Roller's Hall and speak to Pugnacius to accuse him. Roland proposes that a trial conducted by Lady Luck Herself would be the most appropriate way to resolve this matter, and Pugnacius agrees without a second thought. After the conversation, approach Fortune Square and speak with the Mandarin when ready to begin the trial; a series of events (including a boss battle) will ensue, so this is your last chance to make your preparations.



Longfang
Butcher, Baker, Kingmaker



Recommended Skills		
Party Member	Skill 1	Skill 2
Evan	Water Balloon	Flurry
Roland	Flatliner	Circular Sword
Tani	Burrowing Bolt	—
Batu	In a Spin	Strongman Stance

Strategy

The battle against this Kingmaker turned Realmwrecker takes place on a small platform surrounded by lava. Longfang demolishes chunks of it when he stomps about—giving you less room to maneuver as the fight progresses; there's no need to worry about the platform sinking, however, as he never completely destroys it. This boss' offensive repertoire is almost exclusively comprised of Fire-based attacks, with a few of them being particularly dangerous. Blocking isn't recommended during this fight, as it won't do you much good against the vast majority of attacks—focus on evading instead.

Longfang periodically retreats to the lava, before launching a volley of red-hot rocks that crash-land on the platform. You can anticipate their point of impact by watching out for the glowing circles on the ground. Not only will these fiery rocks hurt you on impact, but they'll explode after around 20 seconds—dealing damage if you happen to be nearby.

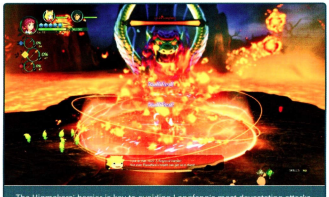
Longfang Details								
Stats	Lv.	Affinity					Res.	HP
	24	—	162	162	162	162	162	Immune	19740
Elemental Resistances								
	60%	-40%	20%	20%	20%			
Status Resistances	Poison	Freeze	Sleep	Confusion	Petrify			
	100%	100%	100%	100%	100%			
Recommended Tactic Tweaker Settings								
Affinity	—							
Element & Status	Fire Resistance							
Arts of War	Dynamism							
Rewards								
Watery Barrage Bow	☆★★★★							

Wisdom of the Kingmaker

Listen up, my boy! Realmwreckers are kingmakers that have lost their marbles and gone proper loopy! They're burstin' at the seams with overflowin' power, which makes weak spots pop up all over 'em! They move about a bit, but if you can keep clobberin' 'em, youell soon have that realmwrecker seein' stars!

Higmakers to the Rescue

Destroying red-hot rocks releases a bunch of Higgledy Balls in addition to the Higmakers hidden within; free enough of these special sprites and they'll form a golden circle. Step inside this circle and press ⊗ to generate a Flameproof Barrier—granting complete immunity against all Fire-based attacks to anyone standing within its radius!



The Higmakers' barrier is key to avoiding Longfang's most devastating attacks, so make it your top priority to destroy red-hot rocks the moment they land!

Preparation

Longfang is weak against Water, so Evan's Water Balloon spell is very effective here (especially in combination with the Spellcrafty Warlock's Wand). If you have weapons with Water properties, make sure to equip them. Conversely, remove any weapons that deal Fire-based damage, as they'll be much weaker during this fight. Though relatively expensive at 500G each, purchasing some Fruits of Fortune foods from the Sweet Saffron Tea House in Goldpaw can help improve your resistance to the many Fire attacks used by Longfang.

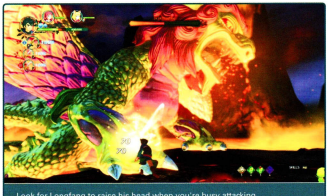
Always attack Longfang's Weak Spots (located on either foot) when he gets within range. Watch out for his stomp (and its follow-up), and prepare to evade whenever he lifts his foot. Dealing enough damage will stun the boss and expose his vulnerable noggin—that's your chance to hit him with everything you've got! He takes extra damage when in this state, so skills such as Evan's Water Balloon spell are particularly powerful. Tani's fully-charged ranged attack is also incredibly potent when fired from point-blank range. When Longfang retreats to the lava, you can usually lock-on and fire off some ranged attacks to chip away at his health.

The Flameproof Barrier provides shelter against some of the Realm-wrecker's most dangerous attacks. The first is a meteor swarm—watch for Longfang to become enveloped in a blue glow, as he will then summon these projectiles. It's possible to evade them if you keep track of their location using the right analog stick (blocking also works as a last resort), but it's much simpler to retreat to the Flame-proof Barrier whenever a meteor swarm is incoming.

The second—and by far the deadliest—is a super-heated blast that comes in two variants. Longfang only gains access to this attack once you've put a dent in his HP pool, and typically uses it to scorch the edge of the platform as he hops backwards, or to catch you off-guard after launching a volley of red-hot rocks. Avoid standing in the middle of the platform as you destroy the newly-landed rocks. Instead, use ranged attacks to free the Higmakers from a safe position. If you get hit by Longfang's super-heated blast, immediately use some soreaways to restore your health.

As the fight reaches its climax, the previously dormant geysers on the platform will erupt into jets of lava, adding another layer to the battle. You'll get knocked down if you accidentally run into one of these, so pay attention to your positioning! Focus your offense on Longfang's Weak Spots and you'll soon send this once-proud King-maker back to its Cradle.

With Longfang driven back, Goldpaw is saved from the brink of de-struction. No longer under the influence of the Mandarin, Pugnacius sees the error of his ways and wishes to right his wrongdoings. His first order of business is to return ownership of the forest to Niall.



Look for Longfang to raise his head when you're busy attacking his Weak Spots...



...as this signals his fiery breath attack. This is your cue to back off!

Niall Gets Back His Forest 3-5



Return to the forest and speak with Niall to bring this chapter to a close.

3-5 Niall Gets Back His Forest Recommended Lv. 15

Pugnacius's sinister adviser suddenly reveals himself to have had his eyes on his master's kingsbond all along, and having stolen it, sends Longfang into a frenzy. The friends calm him down—for the time being, at least—and convince Pugnacius to give Niall back his forest, giving them access to a ready supply of wood.

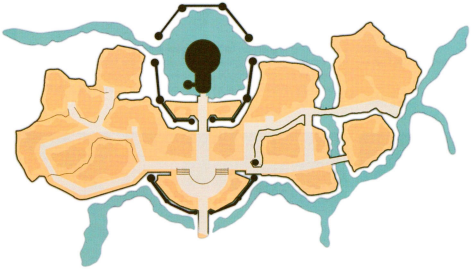
Objectives

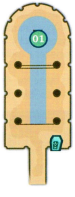
01 Go and tell Niall you got his forest back!

01 Teleport to the Sunnypatch Pond and give Niall the good news! He's eternally grateful for your help in this matter, and grants you unlimited access to the forest's supply of wood. He also shares some details on Doloran, the Horned One, and the ancient kingdom of Allegoria's fate. It seems clear that someone will need to put a stop to these evil plans, but for now the focus turns to the construction of the nascent kingdom. Niall decides to tag along for the ride and gets himself appointed as Minister of Finance! It's finally time for Evan to reveal the name he's chosen for his kingdom: Evermore.

4-1 Evermore Forever

Kingdom of Evermore





Evermore Throne Room

New Sidequests Available!

No	Name	Sub-Chapter	Page
001	Auntie Martha's Scrubber	4-1	318
002	Top Marks for Trying	4-1	318
003	Munokhoi, the Shy Pirate	4-1	319
004	A Favor for Nu Bi	4-1	319
005	Hang On, Hoi Den!	4-1	320
006	Pi Chi the Skillful Seamstress	4-1	320
007	Persha, A Maid Like No Other	4-1	321
008	Li Li the Troubled Genius	4-3	321
009	Gao Jia, the Sullen Soldier	4-3	322
010	Bai Gon, the Grizzled Veteran	4-3	322
011	Min Ti, the Sharpshooter	4-3	323
012	Fai Do, the Downbeat Armorer	4-3	323
013	Yung Mein, the Trainee Guard	4-4	324
014	Tabbias, the Trusting Traveler	4-3	324
015	Wanted: Exemplary Armor	4-4	325
016	Wanted: A Well-Good Weapon	4-4	325
017	A Gift for Gao Jia	4-4	326
018	Chi Pi, the Master Carpenter	4-5	326
019	Ah Chu, the Caring Blacksmith	4-5	326
020	Yu Kan, the Kind Teacher	4-5	326
021	Fitch, the Friendly Blacksmith	4-5	327

01 Evan's dream is taking shape, but various ministries need to be set up before Evermore can grow into a fully-fledged kingdom. A kingdom is nothing without its citizens, however, and as Chief Consul, Roldand has also taken it upon himself to assess the specific talents of your small group of citizens. This helps you best assign them to various roles and tasks throughout the kingdom—a truly kingly duty!

If you wish, speak with your party members for a bit of optional dialog, then sit on your throne to begin overseeing Evermore's development. From the kingdom Management menu you can manage your Coffers and item Stores, build new facilities and manage existing ones, issue orders to your citizens and view their status, as well as perform research on assorted topics. Investing time into growing



Welcome to Evermore! Managing Evan's nascent kingdom is up to you now and watching it grow is a big part of the fun!

Evermore is not only enjoyable, but it's also extremely beneficial—giving you access to stronger equipment, new and upgraded spells, unique Higgledy Heroes and much more. This section will guide you through the basics of kingdom management, but for full details turn to P.90.

Building a new kingdom doesn't come cheap, and the currency that fuels Evermore's expansion is known as Kingsguilders (KG). Kingsguilders are entirely distinct from the regular Guilders you've been amassing up to this point, and can only be acquired through your kingdom itself, or rewarded for helping your citizens by completing specific Side Quests. You'll be needing plenty of Kingsguilders to transform Evermore into the impressive kingdom it has the potential to become, so begin by collecting the 2500KG currently sitting in your Coffers; highlight the "Coffers" tab in the kingdom Management Menu and press ⊗ to collect the KG accumulated there.

4-1 Evermore Forever

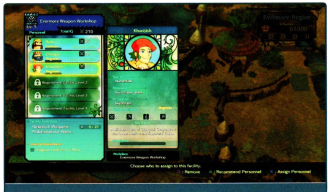
Recommended Lv. 17

Niall has put the word out, and people from all over have begun to gather in Evermore, which is starting to look like a real kingdom. But this fledgling nation will need specialists in all kinds of areas in order to truly thrive, and while it already has experts in weapons, armor, and magic, it's missing a higgledy whizz.

Objectives

01 Sit on your throne and start overseeing Evermore's development!
02 Go and recruit Auntie Martha!
03 Help Auntie Martha out with her little errand!
04 Speak to Roland in the throne room in Evermore.

4-1 Recommended Optional Activities	During Objective	More Info
Melee Weapons Development level 1 and level 2 at the Evermore Weapon Workshop gives you access to much more powerful melee weapons at this stage of the game.	02	P.117
Building the Hubble-Bubblery and researching "Money Magnetism" will greatly increase the amount of Guilders gained from battles.	02	P.148
Acquiring citizens for your new kingdom is an important goal at this point; Side Quests 003, 004, 005 and 007 will give you some with very useful skills.	04	P.319
Now that you have Hoi Den from Side Quest 005, build the Explorer's Guild and research "Brisk Stroll" to permanently increase your running speed.	04	P.147
Dreamer's Maze 01 in Grotty Grotto can net you a lot of EXP and strong equipment for this stage of the game, and completing it will get you the Red Dream Fragment.	04	P.653
Tainted Monster 06 "Mystral" in Sundown Woods can be defeated for a powerful Wizard's Posy wand and a lot of Guilders.	04	P.510



The more personnel, the higher the combined IQ!

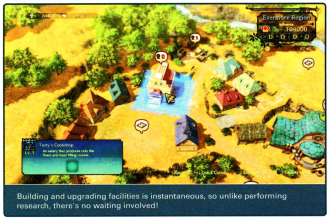
Wisdom of the Kingmaker

Corrr! Looks like youer kingdom's made you a few kingsguilders already! Tidy! Don't go forgettin' to collect 'em nice and often—if youer coffers fill up, any extra you make'll only go to waste. But don't worry, youell soon be able to make 'em bigger so you won't have to come back and check 'em every five flippin' minutes!

Your next task is to build the four essential facilities related to Evermore's Ministries: the Higglery, where new Higgledy Heroes can be cooked up; the Evermore Weapon Workshop, where new armaments are developed; the Evermore Outfitters, where armor is crafted; and lastly, the Evermore Spellworks, where new spells are researched. You already have the KG required to complete each facility, so select the "Manage Your kingdom" option and use the Left Stick to highlight one of the available construction sites; press ⊗ to bring up the facility's overview menu, then select the "Build facility" option and confirm your decision. Repeat this process (moving the cursor over to each currently available plot of land) until all four facilities have been constructed.



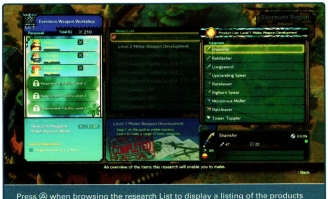
There's no need to worry about optimal facility placement, as each of them can only be built on their own unique, pre-assigned plot of land.



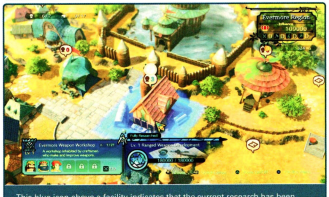
Building and upgrading facilities is instantaneous, so unlike performing research, there's no waiting involved!

It's time to assign citizens to your newly-built Evermore Weapon Workshop! Highlight the facility, then press ⊗ to bring up the facility Menu; select the "Personnel" tab and press ⊗ to choose one of the three currently vacant "Assign citizen" slots. Doing so brings up the Personnel List, which displays each of the citizens appropriate for this task. Batu boasts the highest IQ for this job out of your currently available citizens, so assign him first. When looking to automatically assign the most qualified citizens for a given task, press Ⓐ to use the "Recommend Personnel" option. Go ahead and use this option to automatically assign both Chingis and Khunbish to the remaining two open slots! For in-depth information concerning citizens, consult P.91.

Once all three available slots have been filled, press ◎ to return to the facility Menu and select the "research" tab. From the research List, highlight and select "level 1 Melee Weapon Development" and begin researching this topic. This takes time, so you'll have to wait a few moments (most topics take much longer!) before it's been fully researched. Then select the "Complete Rsrch." option from the Evermore Weapon Workshop's facility Menu to finish the process; remember this important last step whenever you're researching topics, as the process won't fully be completed until you've manually selected this option!



Press Ⓐ when browsing the research List to display a listing of the products unlocked by completing the currently highlighted research topic.



This blue icon above a facility indicates that the current research has been completed!

This concludes your primer on kingdom Management! You can now freely roam around your kingdom and make use of the facilities you've built, as well as mingle with your citizens. It's worth building every currently available facility as you progress through this chapter. Doing so will greatly increase Evermore's Influence, which in turn increases the rate at which KG are accumulated. It's up to you to decide how to best manage your kingdom, but try to always have some research going in the background as you focus on other tasks. Researching "Melee Weapon Development" level 1 and 2 will grant you access to weapons that far surpass what you'll otherwise be able to purchase at this stage, so it's a good starting point. Lastly, always remember to empty both your Coffers and your Stores before exiting Evermore! For a full progression guide related to optimal kingdom development and research order, head to P.156.



02 03 Evermore's development is progressing at a brisk pace, yet a small matter remains to be solved: finding someone with knowledge of Spritecraft to place in charge of the Higglery. Evan mentions Auntie Martha as an obvious candidate, so it's time to pay her a visit! Teleport to Auntie Martha's Cottage, and head inside. Martha expresses her desire to join Evan's kingdom, but you'll first need to recover her stolen Rub-a-Dub-Scrubber from a group of Whamsters who have taken up residence in the nearby Grotty Grotto.

This serves as your introduction to Side Quests: optional activities (with a few exceptions) that yield various rewards once completed. In this case, you'll have to complete the "Auntie Martha's Scrubber" Side Quest 001 before being able to enlist Auntie Martha's help and progress the Main Story. Side Quests also serve as the main method of recruiting new citizens to your cause, though not every Side Quest rewards you with a new subject. Side Quest locations are marked on your map, represented by a blue exclamation mark icon. For a complete list of all Side Quests, their rewards, and how to complete them, visit P.314.

Grotty Grotto



Damp Wizard's Wand

Make sure to set this Side Quest as your active quest when prompted, and head to the Grotty Grotto's entrance. Once inside, simply approach and defeat the pack of Whamsters to retrieve the Rub-a-Dub-Scrubber. Following the battle, you'll be greeted by a mysterious-looking woman called Mileniyah; this impromptu meeting marks the beginning of Side Quest 002, "Top Marks for Trying", which is covered on P.642. Decline to set this new Side Quest as your active quest, and instead head back to Auntie Martha's cottage to return her prized scrubber and complete the quest. With her ability to cook Higgledies now restored, Auntie Martha gladly packs her bags and moves to Evermore.

Wisdom of the Kingmaker

Crikey, these Dreamer's Door thingies are well excitin', eh? They've got these constantly changin' dungeons on the other side, just packed with monsters to maul and goodies to plunder! Youell have to rush through 'em, though—the longer you take, the more dangerous they get! Head to P.642 to learn more!

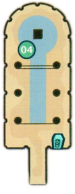


Ten Dreamer's Doors lie hidden throughout the world, but you'll need to collect Dreamer's Fragments from behind the first nine before the final one will be revealed.



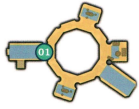
04 Teleport back to Evermore and speak with Roland in the throne room, who calls for a meeting. A kingdom without a cause to rally behind can't truly be considered a nation, so Evan must decide what Evermore is to stand for. He deeply wishes for a world without war, and thus Evermore's banner is decided: a kingdom without war, where everyone can live happily ever after! To best achieve this, a bit of intelligence gathering on the neighboring kingdoms is in order, so Niall recommends the Library in Goldpaw, where all manner of scrolls, tablets, and tomes detailing the history of this world are kept.

Evermore Throne Room



4-2 A Banner to Unite Under

Goldpaw Library



Goldpaw



01 Teleport to Goldpaw (using the Dreaming Camomile Inn trip door) and follow the objective marker until you arrive at the Library's doorstep. Head inside and you'll make the acquaintance of Boddly—the positively enchanting librarian who looks after this place! She won't let you take a single peek at any of the Library's "bookie-wookies" until you've obtained a proper library card, however. It just so happens that Boddly is the only person who can issue these credentials, so she exploits the party's desperation and agrees to give them a library card in exchange for three "teensy-weensy" favors.

4-2 A Banner to Unite Under

Recommended Lv. 17

Evan has said he wants his kingdom to be one that's free of war, and while Roland doesn't necessarily think this is a bad idea, he needs to know more about the history of the world if he's to help him try and achieve this goal. At Niall's urging, the friends head to the Library in Goldpaw to try and find out more.

Objectives

01 Go to the Library in Goldpaw!



Speak with Boddly to request a library card. But don't expect her to just hand one over...



4-3 The Trials of Boddly

Recommended Lv. 19

Boddly turns out to be quite a...unique individual, and she refuses to let the friends look at her "bookie-wookies" until they've earned a library card. This will mean performing three very particular favors in order to bring back some items that she seems to think she needs.

Objectives

01 Help Boddly out with her first little errand!
02 Go and find Li Li, the specialist in spellcraft!
03 Learn the Bridge spell!
04 Go and pick a red red rose!
05 Go back to the Library in Goldpaw and give Boddly her red red rose!
06 Go and find an incineraptor!
07 Put some of that certain special something on the dried-up prop-leafed clover!
08 Defeat an incineraptor and take its horn!
09 Go back to the Library in Goldpaw and give Boddly the incineraptor horn!
10 Go and find Gao Jia, the retired military man!
11 Carry out Cao Jia's little errand!
12 Recruit two more unit commanders!
13 Ask Boddly about the bandit gang!
14 Take to the field with your army and beat the bandit gang!
15 Go back to the Library in Goldpaw and give Boddly the starlight stone!

4-3 Recommended Optional Activities	During Objective	More Info
Now that you're starting to face stronger enemies, researching level 1 & 2 Spell Development along with level 1 & 2Ranged Weapon Development can help even the odds.	01	P.132
If your facilities are starting to produce more than your kingdom's Stores can hold, now's a good time to research "Store More Stuff I" at the Explorer's Guild.	01	P.147
Now that you've learned the Bridge spell, you can go to Crosswater Cavern and befriend Motley the Menace by offering a spool of Snow-White Thread to the Higgledy Stone inside.	04	P.634
The Bridge spell can also be used to reach Look-see Cave in which you can defeat Tainted Monster 07 "Stormigan" to gain a powerful Lethal Soldier's Spear and a lot of Guilders.	04	P.637
After completing mandatory Side Quest 011, you'll have the grass-green thread required to complete Side Quest 006 and recruit Pi Chi to your kingdom.	12	P.320
Recruit the gifted armorer Fai Do and obtain a suit of Waterproof Iron Armor by completing Side Quest 012.	12	P.323
Investigating Dreamer's Door 02 in the Sundown Woods at this stage can net you some significant equipment upgrades, not to mention a blue dream fragment or two.	12	P.653

The Trials of Boddly 4-3





01 02 Speak with Boddly and she'll tell you about the first favor you'll need to complete before she considers handing over the library card. The object of Mistress Boddly's desire is a rare crimson flower named the Red Red Rose that only blooms in specific locations—luckily, one such location happens to be nearby. This uncommon flower can be found north of Goldpaw, though you'll need to learn the Bridge spell before you can reach the remote cliff where it grows. Ever eager to help, Boddly points the group toward a young girl named Li Li, who may know a thing or two about magic related matters; this youthful spellcrafting specialist is a resident of Goldpaw, so exit the Library and follow the objective marker to the small bridge overlooking a river on which she awaits Evan's arrival.



Skeleplasms can also be found as part of the various monster groups wandering this area.



The Bridge spell can only be performed at specific locations, similarly to the previously learned Quicken Growth spell.

Speak with Li Li to begin Side Quest 008 "Li Li, the Troubled Genius". Because of the recent scandals involving Master Pugnacius, she's become disillusioned with life in Goldpaw. Evan proposes that she become a citizen of Evermore, and though intrigued by the idea, Li Li still feels reluctant to accept; she requests that you demonstrate your kingly worth by defeating three skeleplasms before she'll join your kingdom.

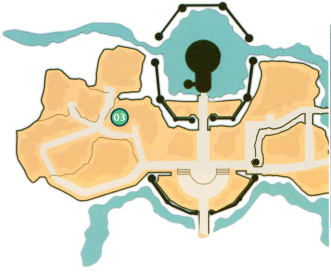
Make this your active quest, then teleport to the Calmlands trip door. A pack of skeleplasms can be seen roaming the field directly up the nearby ramp; defeat them, and, if you haven't yet met your skeleplasm-bashing quota, seek out another group of enemies within the blue circle indicated on your map to complete the objective. Teleport back to Goldpaw by using the Dreaming Camomile Inn trip door and return to Li Li. Impressed by your deeds, she moves to Evermore where she can make use of its Spellworks facility to begin researching the Bridge spell needed in order to progress.

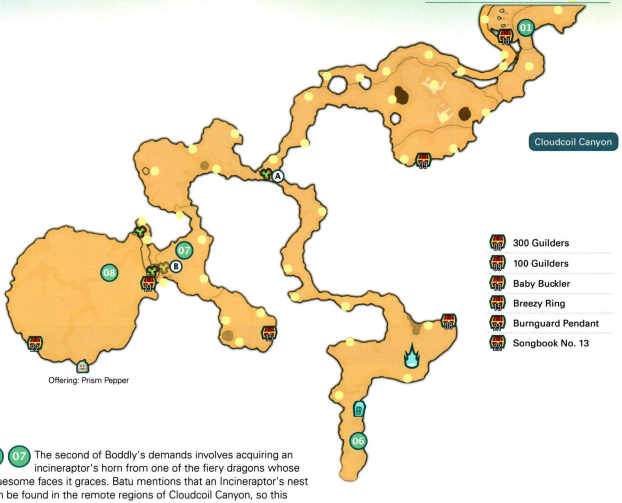


03-05 Teleport to Evermore, then assign Li Li to the Evermore Spellworks and begin researching the "Specific spell Development: Bridge" topic. The research process will take a few moments—once it's done, make sure to select the "Complete Rsrch." option and Li Li will explain the rules governing the use of your newly-acquired Bridge spell.

Next, teleport to the Calmlands trip door and follow the objective marker until you reach a dead end. Approach the cliff's edge to initiate a short conversation, then press ⊗ to cast Bridge and build a way forward! You'll spot a Battle Standard for the "Criminal Capture: Bandit Gang" Skirmish further up ahead—it's best to ignore it for the time being as you only have two Skirmish Units, and they're both below the recommended level. Be sure not to miss the Hig-Piggy Longsword found in Red Chest 31 though, then approach the red twinkling point on the ground to gather the Red Red Rose. Return to Goldpaw and present this elusive flower to Boddly to complete the first of her assignments.

Kingdom of Evermore



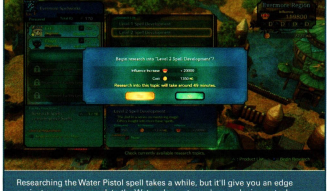


06 07 The second of Boddly's demands involves acquiring an incineraptor's horn from one of the fiery dragons whose gruesome faces it graces. Batu mentions that an Incineraptor's nest can be found in the remote regions of Cloudcoil Canyon, so this will be your next destination. Before you depart, Boddly hands over the Secret Supplement: a serum with nourishing and rejuvenating properties—and the secret to her unnaturally smooth and supple skin! She's tight-lipped concerning its purpose, but hints that its usefulness will make itself clear when the time is right.

Wisdom of the Kingmaker

Yur, that batty old librarian mentioned usin' a watery spell on this incineraptor, en't it? I reckon she means Evan's Water Pistol spell. But youell need to research level 2 Spell Development before you can learn it. Come on, mun—put youer best people on it!

Teleport to Cloudcoil Canyon by way of the Sidewinder Gorge trip door, then follow the objective marker until you reach the Prop-Leafed Clover at **Position A**. Cast the Wind-Whipper spell and ride the gust of wind up to the elevated area above; this isolated portion of the canyon was previously far too dangerous to safely explore, but you're now strong enough to handle the monsters roaming about.



Researching the Water Pistol spell takes a while, but it'll give you an edge against any enemy weak to the Water element—such as an Incineraptor!

Make your way toward **Position B**, and Batu will explain that Incineraptors dwell at the top of the large cliff in front of you. Figuring out how to climb the cliff wall proves problematic, but Evan soon discovers a wilted Prop-Leafed Clover nearby. The Quicken Growth spell won't do the trick here, though you carry something that will: Boddly's Secret Supplement! Interact with the dried-up plant to rejuvenate it, then cast Wind-Whipper and ride it up to the upper platform. Repeat the process until you reach the clifftop plateau.

08 09 An Incineraptor can be seen roosting in the distance, so this is your final chance to make some preparations before the boss fight begins. Heal up if necessary, and double-check to make sure your strongest gear is equipped before approaching the wyrm!

Incineraptor
The Wyrld's Wyrst Wyrm



Recommended Skills		
Party Member	Skill 1	Skill 2
Evan	Water Balloon	Water Pistol
Roland	Circular Sword	Heavy Ammo
Tani	Burrowing Bolt	Spark Spike
Batu	In a Spin	Strongman Stance

Incineraptor Details								
Stats	Lv.	Affinity					Res.	HP
	26		269	192	269	192	192	High	17340
Elemental Resistances								
	40%	-40%	0%	0%	0%
Status Resistances	Poison	Freeze	Sleep	Confusion	Petrify
	50%	100%	50%	50%	50%
Recommended TacticTweaker Settings					
Affinity					
Element & Status	Fire Resistance				
Arts of War	Dynamism				
Rewards					
Fireproof Soldier's Cloak ☆☆★★★					

Wisdom of the Kingmaker

Old Smoky by yur's proper tricky to knock down 'cos he's pretty much stun-proof when he's attackin' and movin' about! But if you wait till he finishes that burnin' hailstorm move, he'll be wide open, so shock the blighter to a standstill with some of them fancy enhanced versions of youer skills while he's still huffin' and puffin'!



Watch for the Incineraptor to briefly stop moving and lower its head...



...as this signals that a dangerous tail whip is coming up next!

Preparation

The Incineraptor is weak against Water, so Evan's Water Pistol spell (or Water Balloon if you haven't yet learned the former) is quite potent against it. Make sure all available Water-based spells are assigned to your skill palette if you choose to bring Evan into this battle! Equip him with a Dripping Ring to further boost the Water damage dealt by these spells, and equip any gear that helps mitigate Fire damage if any is available. Though this is purely optional, you can also charge up your Zing gauges and refill your MP by fighting a few enemies to give yourself an edge at the start of the battle.

Strategy

This overgrown lizard certainly won't be giving up its horn without a fight—expect it to defend its turf with deadly Fire-breathing attacks backed up by a mixture of claw swipes and tail whips. When grounded, it can belch out a sweeping stream of flames, covering a medium-sized area in front of itself; the Incineraptor always rears up before performing this attack—evade toward its flank and target its tail while it recovers. Another attack to be on the lookout for is the rushdown stampede the boss uses to close the gap; it's easily

avoided by evading sideways, but can knock you down and take off a large chunk of your HP. This fiery wyrm can also try to stomp you with both front paws, or swipe at you if you remain directly in front of it, so you should generally avoid attacking from this position.

The Incineraptor frequently takes to the skies before attempting to trample you as it crash-lands; evade before it reaches you, as this attack can deal a lot of damage. When the Incineraptor lets out a roar, it'll pause and then instantly rise into the air, flapping its wings and causing a gust of wind to cover the nearby ground in flames. Evade away as soon as the boss signals this attack, or you'll get caught in the inferno. This gust can also be blocked if you're in a pinch and have no time to run.

Sticking to the Incineraptor's flank and using melee attacks allows you to build up your MP and Zing gauges while mostly staying out of harm's way. The boss will sometimes use its tail to catch you off guard as it turns around, but this attack isn't much of a threat. Chase the Incineraptor down using dash shots whenever it repositions itself, and if Tani is part of your active roster, use her enhanced Burrowing Bolt ability—Blizzard Bolt—to deal large amounts of damage from a distance. Keep an eye on your Zing gauges, and swap to fully-charged weapons before using Abilities when possible!

Once its HP pool reaches 66%, the Incineraptor soars into the air and lets out a roar, summoning its burning hailstorm attack. This covers large portions of the battle area with glowing red circles that display the attack's multiple points of impact. You'll want to run to the edges of the battlefield (away from the boss' location) and steer clear of the hot zones, before instantly rushing to the Incineraptor's location. The wyrm is vulnerable after completing its aerial burning hailstorm attack, so rush in and unleash your most powerful enhanced skill to knock it down the moment it lands! This presents your only real chance to incapacitate this boss, so take full advantage of it!

The Incineraptor enters a perpetual burning state (represented by the flames surrounding its legs) as its HP pool is further depleted; this causes you to take light amounts of recurrent Fire damage when in its vicinity. Keep up your offense regardless (exploiting the Incineraptor's exhausted state after it performs its burning hailstorm), and you'll soon be extinguishing this wycked wyrm's fire—claiming its horn as your trophy.

With the Incineraptor's Horn finally in your possession, it's time to return to the Library in Goldpaw to complete this second favor. Before doing so, however, be sure to open Red Chest 22 on the outskirts of this plateau to obtain a copy of Songbook No.13; the Higgledy Stone found here requires a Prism Pepper, so you'll have to return at a later date. Teleport to the Dreaming Camomile Inn trip door and speak with Boddly to hand over the defeated Incineraptor's "horny-worny-woo" and begin the third and final favor.

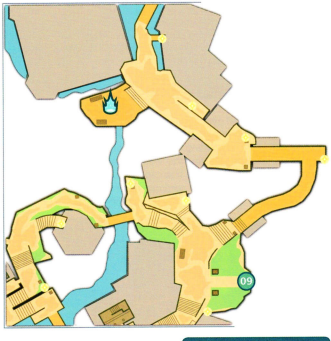
10 11 Boddly needs an army to fight the nearby bandits who've stolen her precious Starlight Stone. Evan is a king, and kings typically command armies, but he's currently a bit light in that department. To bolster your forces you'll need to visit a retired soldier named Gao Jia in Goldpaw's Lucky Stars Casino. You'll find this ex-military man sulking in the back corner… and he's in no mood to talk. The truth is that he's starving—famished even—but only the delectable om-nom-nomelet can satiate his hunger. This marks the beginning of Side Quest 009 "Gao Jia, the Sullen Soldier" which you'll need to complete in order to progress the Main Story.



Make sure you lock-on to the Incineraptor's main body before using Evan's Water Pistol, since the spell will often miss when targeting the wyrm's head.



Ranged attacks and skills are effective against this boss, letting you deal some damage while staying outside the reach of some of its most dangerous offensive options.



Goldpaw & Lucky Stars Casino





Gao Jia hands over the "Fabulous Fairy-Tale Fare" cookbook and tasks you with cooking up a tasty om-nom-nomelet, promising to give consideration to whatever favor you ask in return.

Return to Evermore, and speak with Floyd at Tasty's Cookshop (be sure to assign him to this facility if you haven't done so yet). With the help of this new cookbook, Floyd is now able to prepare a variety of new recipes—including the much sought-after om-nom-nomelet! You'll need to bring him one of each of these three basic ingredients in order to cook up the recipe: Mellowfat Peas, an Arrowhead Carrot, and a good Egg. If you're missing any of them, it's possible to purchase them from Gerel's Everday General Store in Evermore. Cook an om-nom-nomelet and teleport back to Goldpaw's Lucky Stars Casino.

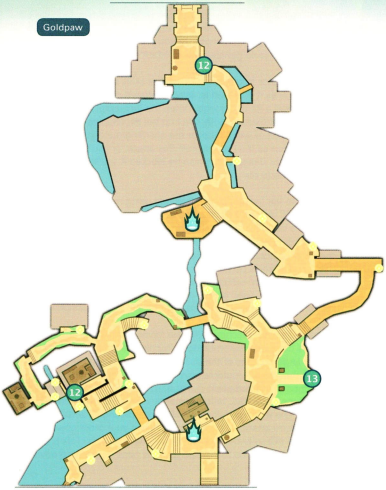
Wisdom of the Kingmaker

Reckon youer citizens have been workin' away hard enough that a couple will be ready to level up by now, mun! Well, what are you waitin' for? Open the kingdom Management menu, go to the "citizens" bit, and look for anyone with a blue arrow next to their noggin—press the OPTIONS button, and youell be able to level 'em up. This'll give their IQ a good old bump, meanin' they'll be able to do better research, and more efficiently, too! Tidy!

Return to Gao Jia and offer him the om-nom-nomelet; his spirits will lift and he'll decide to join Evermore as one of its citizens. He explains that you'll be needing four active Skirmish Units in order to stand a chance of defeating the thieves. He then mentions the name of two potential recruits that can be found here in Goldpaw: Bai Gon and Min Ti. They both command Skirmish Units, so getting them to join your cause becomes your next objective!



You'll find Min-Ti next to a house directly west of the Dreaming Camomile Inn!



12 13 In order to grow your army and gain some new Skirmish Units, you'll need to convince both Bai Gon and Min Ti to join Evermore's ranks. It's possible to recruit them in any order you wish, so let's begin with Bai Gon, who you may have previously encountered on the way to Fortune Square. Follow the objective marker to the north of Goldpaw, and speak with him to initiate Side Quest 010 "Bai Gon, the Grizzled Veteran". You must defeat three grimchilla bangers before he'll join you, so teleport to the Calmlands trip door where you'll find these pipsqueaks roaming nearby. Once three of these monsters have been defeated, return to Bai Gon to complete this Side Quest and gain the support of this long-in-the-tooth general and his Skirmish Unit: The Silver Foxes!

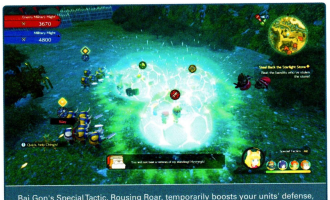
Next up, there's Min Ti, who waits by a house west of the Dreaming Camomile Inn. Speak with this honor-bound huntress to begin Side Quest 011 "Min Ti, the Sharpshooter" in which she asks for a Sleep-Be-Gone. If you don't already have one, they can be bought from the Lucky Lotus Emporium in Goldpaw. Give the Sleep-Be-Gone to Min Ti and she'll move to Evermore, bringing along her Skirmish Unit: The Howling Hunters!

With four Skirmish Units now under your command, it's time to return to Boddly at the Library and inform her that you're ready to reclaim her stolen Starlight Stone. Teleport to the Calmlands trip door and you'll find the Battle Standard for the Skirmish Battle "Steal Back the Starlight Stone" just beyond Crossover Bridge, southeast of Goldpaw.

Skirmish: Steal Back the Starlight Stone



14 Approach the Battle Standard and interact with it to begin the Skirmish; your main objective during this battle is to get the Starlight Stone back from the bandits. Start by selecting the Muster Forces option and re-ordering your lineup so that both Khunbish and Min Ti's units are side by side in the formation. To do this, simply assign Khunbish to the ◎ slot—this new formation order will allow you to keep both of your ranged units in the back line, out of harm's reach, while your melee units attack from the front! When ready, select the Mobilize Forces option to start the Skirmish.



Bai Gon's Special Tactic, Rousing Roar, temporarily boosts your units' defense, making them tougher to take down. Activate it before engaging a tough group of enemies!



Min Ti's Special Tactic, Hunter's Trap, lets her unit act independently for a brief period, freeing you up to attack from a different angle. Aim in the direction you wish Min Ti to cover and watch her let loose!

Wisdom of the Kingmaker



Now that youer citizens back in Evermore have started churnin' out the old kingsguilders, you can spend a few of 'em in the Bolster Forces menu that appears before each skirmish to give youer troops a bit of a boost! ...Nah, mun, it en't cheatin'! All's fair in war and, err...war! And besides, no one wants to go bashin' their head against the same battle again and again! Flip to P.418 to learn more, en't it!

Once on the battlefield, rotate your formation so that Bai Gon's Malleteers are at the front, and take out the bandit Lancers at **Position A.** Be careful to keep your Swordsmen out of reach of those enemy Lancers, however, as they won't stand a chance against them. Destroy the Barricades directly in front and advance toward **Position B** to trigger an enemy ambush. Use Quick March to retreat outside of the cannon's reach, and activate Bai Gon's Rousing Roar as you engage the enemy units. Wipe them out while evading the cannon's shots using Quick March, then take out the pesky cannon itself.

Hold ◎ next to the cannon's remains until the circular gauge completely fills up to rebuild this heavy-artillery and turn the tables on the bandits! Destroy the Barricades and lure the enemy units to the middle of the ramp, where your cannon can provide supporting fire. Always remember to keep your Malleteers at the front of the formation when engaging enemy Lancers. When the bandit forces in the area have been eliminated, Quick March to the Tower at **Position C** and immediately tear it down. Rebuild the Tower and lure as many of the enemy units as possible to the gate, using your new Tower and both your ranged units to safely dispatch them.

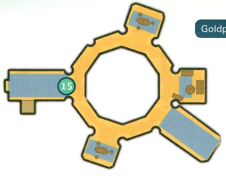


Your ranged units can fire over these walls, so make use of them to safely dispatch the nearby enemy forces protecting the Command Post!

Cross the gate and storm the enemy's cannon before taking out both Command Posts at **Position D** and immediately rebuilding them; these structures generate Military Might at regular intervals, so you should always build them when the opportunity presents itself. Move toward **Position E** and two porc Swordsmen will

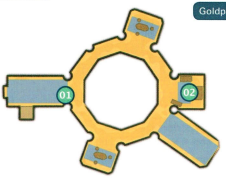
appear out of nowhere to perform a surprise attack—activate both your Shock Tactics and Rousing Roar before using All-Out Assault to annihilate them. Once the porc units go down, turn your attention to Lil and defeat her to secure the Starlight Stone!

15 Return to Boddly in the Library in Goldpaw to share news of your success and receive your well-earned Library Card! Boddly needed these three special ingredients to create… lipstick. She certainly didn't want to be caught unprepared if any attractive young men happened to show up, so she created Gobsmear, the most luscious and lavishing lipstick in existence! Pleased to have regained her beauty, she gives the party their Library Card, as promised, and access to all the knowledge contained within the Library's walls.



4-4 A Night at the Library

01 02 With full access to the Library, Roland seeks out information on this world's great nations. Your task here is straightforward: simply interact with each of the five books highlighted by the objective markers to learn more about the history of the world. Speak to Evan once you've read each book to initiate a conversation scene. Boddly recounts the story of Ferdinand, a great hero of the past who once unified all the kingdoms of the world—emboldening Evan to keep pursuing this very same goal!



4-4 A Night at the Library

Recommended Lv. 19

Boddly's three "essential" items turn out to be the ingredients for a lipstick. Nonetheless, the friends now have library cards, and Roland can begin his research. He learns that in addition to Goldpaw and Ding Dong Dell, There are two other great nations—Hydropolis and Broadleaf—and that they've all been at war forever.

Objectives

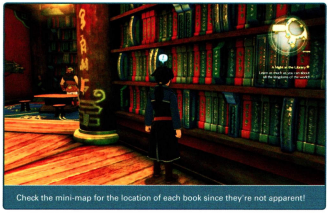
01 Learn as much as you can about all the kingdoms of the world!
02 Speak to Evan!
03 Go back to the throne room in Evermore and decide what to do next!

Wisdom of the Kingmaker

Crikey! Who knew there were so many people in the world who needed help, mun? Have you spoken to that Taskmaster bloke outside the Lucky Stars Casino in Goldpaw? He's got all these errands you can run for people and earn youerself Tokens of Gratitude, as they call 'em. They're these coin thingies you can swap for items, or for hot tips on new citizens to recruit! If you want to know more, turn to P.400!



4-4 Recommended Optional Activities	During Objective	More Info
Tabbias has a powerful special tactic, so complete Side Quest 014 to recruit him as a Skirmish unit leader.	01	P.324
There are five citizens waiting to be recruited at Swift Solutions in Goldpaw, earn 52 Tokens of Gratitude by completing Errands to obtain their related Side Quests.	01	P.403
Purchase a piece of Rugged Fur from the Everyday General Store in Evermore, and offer it to the Higgledy Stone in the Jumblewoods to befriend Twinkle the Twee.	01	P.633
Level Up the Explorer's Guild to level 2 and research "Improved Foraging Techniques" for chances of higher rarity items from forage points.	01	P.147
Help Fai Do and Nu Bi back at Evermore by completing Side Quests 015 and 016 and you'll receive KG and some highly sought-after Prisms.	01	P.325

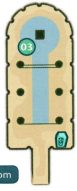




Speak with Evan after learning about the five great nations of this world.



An important meeting takes place back at Evermore!



Evermore Throne Room

03 Teleport to Evermore, then head to your throne room and speak to Roland. This begins a meeting where concrete plans concerning the kingdom's future are revealed. In order to unify the world, Evan will need to convince the rulers of all its great nations to sign the Declaration of Interdependence—putting an end to war and strife. This will be no small task, and the first course of action is to visit Goldpaw and speak with Master Pugnacius to convince him to sign the agreement.

Goldpaw Joins the Union 4-5

4-5 Goldpaw Joins the Union

Recommended Lv. 19

The friends decide that the way to make a world free of war is to get the five great nations to form a union, just as the legendary King Ferdinand once did. This will mean getting them all to sign up to what Evan has decided to call the Declaration of Interdependence. His first target? Master Pugnacius of Goldpaw.

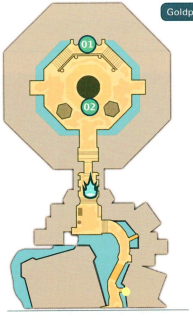
Objectives

01 Ask Master Pugnacius to sign the Declaration of Interdependence!
02 Forge a union with Goldpaw!



Pugnacius disregards the verdict passed by Lady Luck and agrees to sign the Declaration of Interdependence!

Goldpaw



01 **02** Armed with the Declaration of Interdependence, Evan must convince Master Pugnacius to join a union with Evermore, and eventually the other nations of the world. Teleport to Fortune Square in Goldpaw, then enter the Grand High Roller's Hall and speak to Master Pugnacius, who will sign the agreement, even though it means going against the will of Lady Luck!

5-1 The Shipwrights of Capstan

New Sidequests Available!

No	Name	Sub-Chapter	Page
022	Long Mein, Ardent Guardsman	5-1	327
023	Hau Ling's Fall from Grace	5-1	328
024	Miss Henny's Misfortune	5-1	328
025	Alice, AKA Mini Martha!	5-1	329
026	Muuuriellll!	5-1	329
027	The Hard-Nosed Huntress	5-1	329
028	Tales of Derring-Do	5-1.	330
029	High-Speed Hot Streaks!	5-1	330
030	The Seeds of Righteousness	5-1	331
031	Bandits at the Border	5-1	332
032	Baby Higgledy's Big Adventure	5-1	332
033	Higgledy Hide-and-Seek!	5-1	333
034	Going at it with Goldpaw	5-1	333
035	Fun with Fungi	5-1	334
036	Against the Grain	5-1	334
037	Tiller, Long-Distance Rower	5-2	335
038	Sick of Sandals	5-2	336
039	The Chicest of Shoes	5-2	336
040	Bao Wao the Street Trader	5-3	336
041	Ringing Around	5-3	337



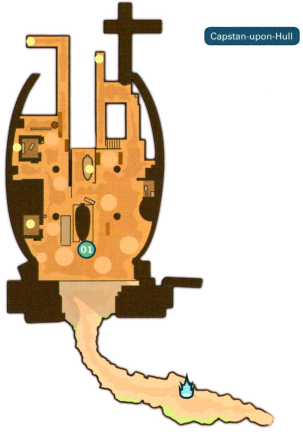
5-1 The Shipwrights of Capstan

Recommended Lv. 23

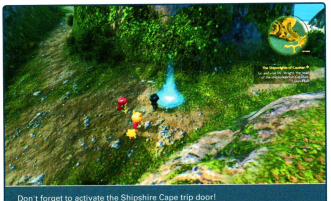
Now that Goldpaw have signed up to the Declaration, it's time for Evan to set his sights on the next nation—the maritime realm of Hydropolis. Unfortunately, it can't be reached by foot or by magic, so the friends will need to head for Capstan-upon-Hull, where a man called Mr.Wright may be able to build them a boat.

Objectives

01 Go and visit Mr. Wright, the head of the shipbuilders in Capstan-Upon-Hull!
02 Go to the Briney Shrine and look for the missing shipbuilders!
03 Go and take a closer look at the platform and the cocoons!
04 Defeat the Jelly Queen!
05 Go and see if Mr. Wright will build you a boat now!
06 Go to the throne room and ask Niall about the wood you'll need to build your boat!
07 Go to the Hard Woods in the depths of the Forest of Niall!
08 Drive out the monster that's trying to keep the ironbough trees all to itself!
09 Defeat Zagg!
10 Go and tell Ketch you've managed to get hold of some iron-bough!

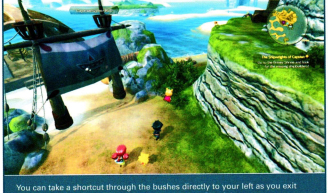


01-04 You'll need a boat to reach the kingdom of Hydropolis, so it's time to head for the seaside hamlet of Capstan-upon-Hull in order to meet with a renowned shipbuilder named Mr.Wright. Teleport to the Calmlands trip door and journey south to the Shipshire region, beyond Crossover Bridge. The manticore and porc chopper enemies encountered along the way can be quite challenging depending on your party's strength, but it's possible to wait for them to turn around and sneak by undetected if they prove too difficult.



Don't forget to activate the Shipshire Cape trip door!

Once you've arrived at Capstan-upon-Hull, activate the trip door near the entrance before heading into the hamlet. You won't find much in the way of shops here, but you can buy some basic supplies at the Chandlery or rest at the Sea Bed Inn if needed. Speak with Mr. Wright near the boat hull in the center of town when ready to progress. Pugnacius had told him to expect Evan's arrival, but the old Gaffer explains that he's currently unable to help on account of his shipbuilders who have recently gone missing; a terrifying monster is said to have been responsible for their disappearance, so the next objective is to investigate the Briney Shore where the incident took place.



You can take a shortcut through the bushes directly to your left as you exit Capstan-upon-Hull to instantly reach the Shallow Shoals!

5-1 Recommended Optional Activities	During Objective	More Info
Six new citizens can be recruited at the start of this Sub-Chapter; complete Side Quests 022,023,024,025,026,027 to get them to join your kingdom.	01	P.327
Deliver some bowls of Hot Streak Spicy Noodles for Master Chow Chow in Side Quest 029 to obtain the "Gambling Gourmand" Cook Book	01	P.330
You should have enough citizens now to upgrade Evermore to kingdom level 2, opening a plethora of new opportunities.	01	P.116
Now that your kingdom has grown, consider saving enough KG to build Aranela Square followed by the Institute of Innovation.	01	P.146
Raise the Everyday General Store to level 2 to gain access to an expanded product lineup and a 10% discount on all purchases!	01	P.149
Upgrade the Hubble-Bubblery to level 3 and research "Apothecary's Creed: Basic" to gain easy access to a number of useful crafting materials.	01	P.148
To remain a cut above the new enemies encountered in this Chapter, be sure to research the level 3 versions of Melee and Ranged Weapons as well as spell Development topics.	01	P.117
To increase your effectiveness during Skirmish battles, research the "Improved Shock Tactics" and "More Might" topics at the Evermore Barracks.	01	P.145
The potential loot from upcoming Dreamer's Mazes can be very useful; consider building the Dimensional Lab and researching the topics within it to ease your time in the mazes.	01	P.148
The Merciless Castle Crusher obtained from defeating Tainted Monster 12 "Yvan" provides a massive boost in attack strength, making it worthwhile to attempt tackling the winged terror at this point.	01	P.516
Purchase a piece of Sackcloth from the Everyday General Store and offer it to the Higgledy Stone in the Hidey-Hole to befriend Mimber the Meanderer.	01	P.637
Defeating Tainted Monster 11 "Lily" in the Shallow Shoals rewards you with a pair of Hearty Sea Breeze Sandals.	01	P.515
Completing Side Quest 033 for Alice in Evermore will enable Jubjub the Jolly to join your collection of Higgledies.	01	P.333
Explore Dreamer's Maze 03 in Eert Grove near Goldpaw to potentially get better gear along with a Dream Fragment.	01	P.653



The monsters at the branching ends of the shore are a little bit out of your league right now.



04 05 You'll find the Briney Shrine southwest of Capstan-upon-Hull, at the furthest reaches of an area called the Shallow Shoals. Once inside, a sense of foreboding fills the air…Save your game as this will be your last chance to make preparations before the upcoming boss fight. When ready, inspect the altar to trigger a cutscene and reveal the cause of the shipbuilders' disappearance!


Something odd is attached to the altar... interact with it to investigate.

Jelly Queen
Gruesome Grand-Dame of the Gloomy Deep



Wisdom of the Kingmaker

Goin' toe-to-toe with this gelatinous giant's liable to get you slapped silly, but if you play it smart and wait till she's busy firin' them laser thingies at some-one else, you can step in and wallop away to youer heart's content, and build up a tidy pile of MP and Zing while youer at it. There's tactical!



Preparation

The Jelly Queen is weak against Wind damage, so weapons and skills imbued with this element work best here; conversely, avoid those imbued with the Water element since they'll deal reduced damage. Equipping armor with a healthy balance between both Physical and Magical defense can help counteract both this boss's lasers and tentacle slaps. If you've researched level 3 Accessories at the Evermore Outfitters, craft a Poised Pendant to help increase your resistances to the Confusion status ailment caused by the Jelly Queen's confusion blast.

Recommended Skills

Party Member	Skill 1	Skill 2
Evan	Cut and Thrust	Fireball
Roland	Circular Sword	Heavy Ammo
Tani	Windwhirl	Burrowing Bolt
Batu	In a Spin	Strongman Stance

Jelly Queen Details

Stats	Lv.	Affinity						Res.	HP
	30		222	222	222	222	222	High	11940
Elemental Resistances			0%	40%	-20%	0%			0%
Status Resistances	Poison		Freeze		Sleep	Confusion			Petrify
	100%		100%		70%	100%			70%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7		
	90	150	210	300	360	450	510		
Recommended Tactic Tweaker Settings									
Affinity									
Element & Status	Confusion			Water					
Arts of War	Dynamism			Eagle-Eyedness		Untouchability			
Rewards									
Anti-Freeze Bone Mail	☆☆☆☆								

Strategy

The Jelly Queen tends to favor shooting at you from a distance with her tentacle lasers, but she's also more than capable of bashing you around with her appendages whenever you get too close for comfort. This boss's repertoire is initially quite limited, so there are only a few threats to watch out for during this early stage of the fight. Up close, you'll have to contend with her tentacle slap—this attack is clearly telegraphed as she lifts her tentacle up before slamming it down on your current position; a well-timed evade proves to be the best defensive option against it. Her tentacle lasers come in two variants: the first consists of two consecutive beams aimed directly at your position in a straight line; while the second consists of six simultaneous beams spinning in a circle around the monster, before also extending out in a straight line. Both laser-based attacks generate a series of delayed explosions along their trajectories, so remember to always steer clear of the areas covered by the beams until the secondary blasts have dissipated.

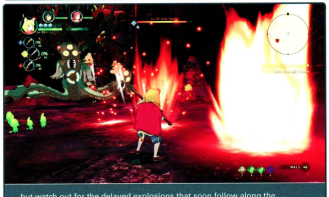
A focused barrage of ranged attacks presents the safest way to fight the Jelly Queen, as this limits her melee options and makes her lasers easier to dodge. Use dash shots to deal damage while avoiding her lasers, or when backing away as she glides into range to slap you. Closing in with your own melee attacks can also work well, though you'll need to quickly react to her tentacle slaps to avoid getting knocked down. Don't commit to long strings of heavy attacks, as these will prevent you from reacting to the Jelly Queen's melee strikes in a timely fashion. Use enhanced skills whenever the Jelly Queen isn't firing her tentacle lasers to knock her down!

As the fight progresses and the Jelly Queen's HP pool gets depleted, she'll gain access to a few new tricks. Her tentacle flurry makes going toe-to-toe a bit more difficult, as she can now flail her tentacles wildly for a brief period when up close—this attack starts up almost instantly and knocks you back if you get caught. It can also be followed up with an unpredictable torpedo glide which consists of the Jelly Queen zooming to your location at high speed and bashing into you. This attack is quite tricky to evade, so blocking is often your only real choice.

The Jelly Queen will curl up and begin charging up her deadly confusion blast once she's taken enough of a beating. Rush in without



The Jelly Queen's direct tentacle lasers can easily be avoided by running or evading sideways...



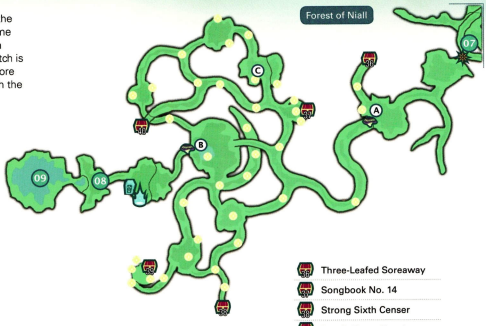
...but watch out for the delayed explosions that soon follow along the beams' trajectories!

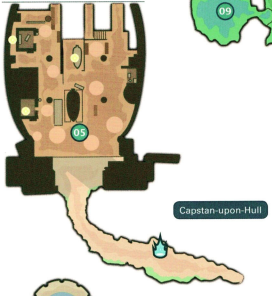


Watch for the Jelly Queen's shadow whenever she leaps into the air to perform her giant slam and jump to avoid the resulting shockwave

delay and perform a charge break by unleashing enhanced skills with a high CBP rating; try to conserve some MP and Zing at this stage of the fight, so you can switch to a weapon with a maxed-out Zing gauge as soon as the boss begins gathering energy. Evan's Gale-Force Flurry, Roland's Cyclone Sword, and Tani's Whirlicane can all reliably break through the Jelly Queen's charged attack—exploiting her weakness to Wind at the same time! The confusion blast can also safely be avoided by keeping your distance, but your party members will likely suffer quite a bit of damage; this charged attack also has a high chance of inflicting the Confusion status ailment on any character it touches, so use a Confusion-Be-Gone to dispel its debilitating effects!

After sending the Jelly Queen back to the gloomy depths, the party wastes no time in cutting loose the captive sailors from their cocoons. A shipbuilder named Ketch is among them and offers his thanks, before heading back to Capstan-upon-Hull with the rest of the rescued victims.







05 **06** Teleport to Capstan-upon-Hull and speak with Mr.Wright to see if he could possibly build you a boat now that his shipbuilders have found their way back home. He agrees, though the voyage to Hydropolis requires a vessel sturdy enough to withstand the rough seas that must be braved to get there; he then informs you that a special type of hard-wearing wood is required before construction can begin. Since Niall is the expert on this topic, return to Evermore and speak with him in the throne room.

Niall singles out the Ironbough Trees growing in the Hard Woods as being perfect candidates for the task. Unfortunately, there's a small issue complicating the matter—an angry beast has recently taken up residence in that neck of the woods and the Greenlings have been forced to block off the entire area. Niall offers a partial solution to the problem in the form of a bottle of Thornaway Spray; a magical concoction capable of dissolving the spiky Puffburs that were used to seal off the entrance to the Hard Woods.

07–09 Head to the Forest of Niall (Greenling Grove) and use the Thornaway Spray on the Puffburrs to open the way into the Hard Woods; you'll have to navigate through this monster-infested portion of the forest to reach the creature guarding the Ironbough Grove. Cast Quicken Growth at **Position A** to proceed further, and be sure not to miss both the Deadly Tower Toppler from Red Chest 39 to the south and the Wizardly Twinkly Tunic from Red Chest 40. The Higgledy Stone found north of the area requires a Nightmare Prism as an offering, so you'll need to return here later if you wish to befriend the Higgledy it shelters.

Use Quicken Growth on the mushrooms at **Position B** to reach a waystone, then activate the nearby Hard Woods trip door and save your game. A boss encounter with the self-appointed guardian of these woods is up ahead, so now's your chance to make some preparations. Step into the Ironbough Grove when ready to initiate the boss fight!



The Thogg encountered near **Position C** can be fought using the same tactics employed during the Trial of Strength; consult P.191 for a refresher course if needed!

Zagg
Doughty Defender of the Toughest of Timbers



Recommended Skills		
Party Member	Skill 1	Skill 2
Evan	Cut and Thrust	Fireball
Roland	Circular Sword	Heavy Ammo
Tani	Windwhirl	Burrowing Bolt
Batu	In a Spin	Strongman Stance

Preparation

Zagg is weak against Fire-based damage, so use Fire weapons or skills. Evan's Pyre Pillar spell can come in very handy indeed in this fight and researching it at the Evermore Spellworks can make things easier. Armor that increases both your Physical and Magical defense equally is ideal, while anything that provides resistance to Wind damage (such as a Breezeguard Pendant) can provide some protection against Zagg's lightning bolts. Be sure to also bring a full supply of healing items, including an Angel's Tear or two to revive any unconscious characters!

Strategy

Zagg shares a lot of moves with Thogg—first defending his territory with the same leaping slam attack and three-hit melee combo used by his less formidable counterpart. Though he doesn't benefit from Thogg's ability to throw boulders from a distance, he instead surprises with a dangerous jumping bellyflop attack once his HP pool reaches the 80%(and once again at around 35%) mark. You'll briefly lose control of the camera as Zagg leaps to the Ironbough stumps in the background; he'll then bound from tree to tree—faking you out and daring you to keep up—until he finally lets out a roar. This is the cue signaling that he'll jump into the air before crashing down on the floor with a mighty bellyflop. This attack produces an unblockable shockwave that can be tricky to steer clear of, so your best best is to move away from your current position and watch for Zagg's shadow before jumping over the shockwave as he slams down. The timing is a bit tricky so don't get discouraged if you get hit by this attack—though make sure to heal immediately afterward!

Zagg Details								
Stats	Lv.	Affinity					Res.	HP
	32		200	238	285	198	198	High	15970
Elemental Resistances								
	-30%		10%		40%		10%		10%
Status Resistances	Poison		Freeze		Sleep		Confusion		Petrify
	50%		50%		50%		50%		50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7		
	72	120	168	240	288	360	408		
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	Wind Resistance							
Arts of War	Dynamism			Untouchability				
Rewards								
Windy Cloudburster	☆☆★★★							



Zagg is often forced to pause so he can scratch himself—this is your cue to strike with an enhanced skill to knock him down!

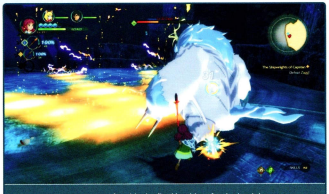
Wisdom of the Kingmaker

Flip, mun, you should see Zagg once he's taken a bit of a beatin'—goes absolutely flippin' bonkers, he does! And once he starts jumpin' about the place, there's no lockin' on! Youell just have to do youer best to follow him freestyle, en't it! Oh, and when he roars, be sure to do a nice big jump over the shockwave, then you can give his horn a good old-fashioned thrashin' while he's recoverin'!





Keeping track of Zagg when he's enraged can be a bit tricky...

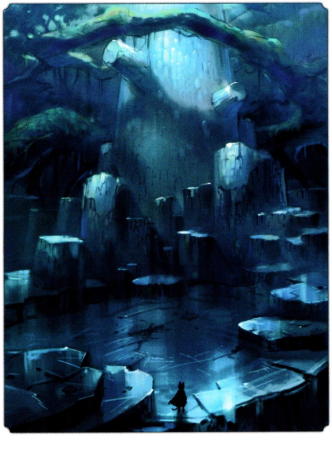


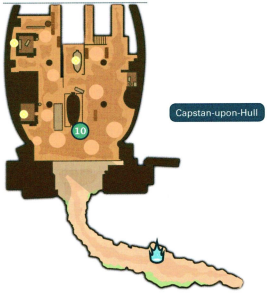
...but you can score some free hits by flanking him after he lands!

Once he's recovered from his first bellyflop, Zagg comes at you with renewed fervor—unleashing the familiar big punch he also shares with Thogg. You can attempt to perform a charge break by using your most powerful skills to leave Zagg in a dazed state and score some bonus damage, but the safest option is to simply rotate around him at close range to sidestep his punch. Sneak in some melee attacks to regain some MP and Zing while the boss is recovering, but be careful not to get too greedy!

Once his HP pool inches closer to the 50% mark, Zagg gets mad, pounds on his chest, and enters a lightning-infused enraged state. He'll then immediately jump to one of four possible locations across the arena and call forth columns of lightning bolts in a two- to four-pronged pattern. This attack is clearly telegraphed by the bright golden circles indicating the point of impact of each lightning bolt, so calmly position yourself between the columns to completely avoid taking damage. Whenever Zagg lands next to your position and you find yourself in his blind spot, use the opportunity to counterattack!

After completing three cycles of lightning columns, the still enraged Zagg lands in the center of the arena and performs a short-range shockwave slam before conjuring a storm of lightning bolts. Wait for the shockwave generated by the slam to dissipate, then move in directly next to Zagg while evading the lightning bolts; they can't hit you from that position, so this is your chance to unload the most powerful skills in your arsenal as Zagg is momentarily exhausted. Once his HP gets low enough, he'll perform another super jump bellyflop, before cycling through his previously detailed offensive options. Continue dealing as much damage as possible whenever Zagg gives you an opening and you'll soon drive this misguided miscreant out of the Ironbough Grove for good.





10 Now that the Ironbough Trees have been secured, return to Capstan-upon-Hull and speak with Ketch to finally begin construction of your mighty vessel! Ketch insists that he be allowed to join your kingdom, and so becomes a citizen of Evermore. The ship needs a few last-minute tweaks before it can officially be declared seaworthy, so the party returns to Evermore where Ketch soon brings news that the boat is ready and waiting at the nearby coast.

An Audience with the Queen 5-2

5-2 An Audience with the Queen

Recommended Lv. 27

Having saved the men of Capstan and had them build him the world's sturdiest boat in return, Evan and his friends finally set out for Hydropolis. In order for Queen Nerea to sign up to the Declaration, she'll need to take Evan seriously as a fellow ruler, but what kind of woman will she turn out to be?

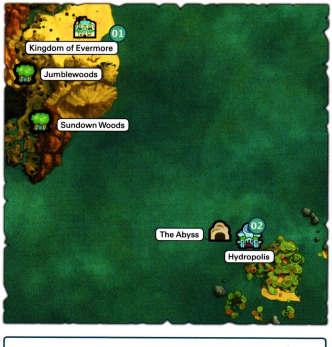
Objectives

01 Climb aboard your brand-new boat!
02 Head for Hydropolis!
03 Take a look around Hydropolis!
04 Ask the populace of Hydropolis for information about Queen Nerea!
05 Go to the equipment shop in Hydropolis!
06 Complete the equipment shop owner's quest in Hydropolis!
07 Listen to what Queen Nerea has to say!

5-2 Recommended Optional Activities	During Objective	More Info
The enemies on the high seas are much more fearsome than those on land. If they're giving you trouble, building the Ship-Shape Shipyard facility and researching "Basic Stealth Boat Building" and "High-Speed Helmsmanship" can make it much easier to avoid encounters.	01	P.146
It's now possible to sail to the Dugout cave and defeat Tainted Monster 09 "Whammity" which rewards you with a Chaotic Greatsword. Don't forget to also pick up the Clooney Hurly Handgun from Red Chest 130 while inside.	01	P.641
Crispin will make a new home in Evermore if you complete Side Quest 038.	01	P.336
The island southeast of the Briney Shrine is home to numerous points of interest. Sneaking past the wavewyrm guarding the island will let you reach two Red Chests, and another is guarded by Tainted Monster 10 "Quilla. Defeat it to get a Hurly Handgun and access to the remaining chest as a reward.	01	P.514
Red Chest B18 on the shore contains a pair of Hale Cybernetic Boots, which can provide a nice defense boost.	01	P.604
If you're using Tani or Batu a lot, consider defeating Tainted Monster 17 "Grimpopo" on Makronos to obtain a Giant's Bow.	01	P.521
The Shrine of Pining is also on Makronos, and inside is Tainted Monster 13 "Puddley". defeating it will earn you a powerful gun for Roland.	01	P.517
If you're feeling brave, venture into Dreamer's Maze 04 also in the Shrine of Pining for a chance at some significant gear upgrades and a Dream Fragment.	01	P.654

01 02 Anchors aweigh! Board your brand-new boat and plot a course due southeast toward the Hydropelago—home to the city of Hydropolis. The call of the open sea may beckon, however, and there are a few optional destinations that can be worth visiting before heading toward this maritime kingdom; consult the Optional Recommended Activities table to the left for a list. It's worth noting that you won't be able to explore the eastern continents yet, as great rifts in the sea limit your travels to the inner expanse for the time being.

Packs of monsters can be found roaming the ocean (always represented by blue blobs), so don't expect your seafaring voyage to be uneventful and devoid of hardships! You can get a general idea of which types of monsters you'll be fighting by looking at the name displayed above the enemy as you move in closer. Some of these aquatic monsters are quite dangerous, so pay close attention to the enemy strength color indicator!

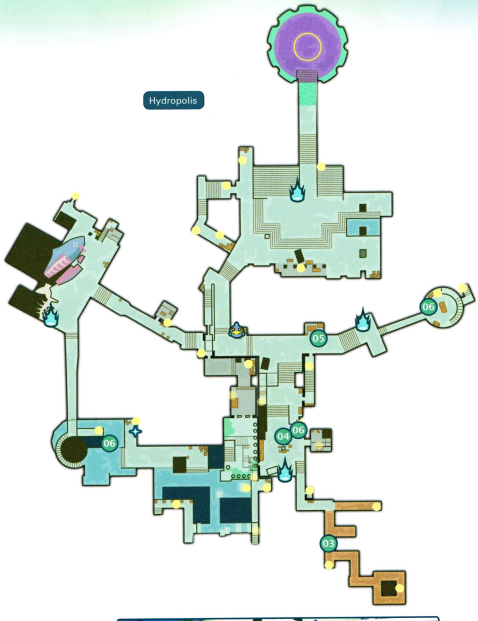




You'll find glittering forage points strewn throughout the open sea, so make sure to sail over them to scoop up their contents!

Wisdom of the Kingmaker

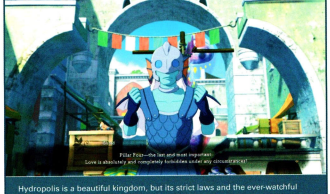
If youer feelin' adventurous, you can jump off youer ship and visit the island of Makronos on the way to Hydropolis. You might find the monsters round them parts a bit tough goin' though, so be careful, en't it? If you can manage to wallop Grimpopo, the tainted so-and-so that lives there, though, youell be able to bag youerself a giant's bow, and a tidy pile of guilders to boot! See P.521 for more info, and don't forget to save youer game before givin' it a go!



03-06 Once you've arrived at Hydropolis, your goal is to meet with Queen Nerea to discuss the signing of the Declaration of Interdependence. Head up the stairs to enter the Empórion Market and trigger an event scene; the kingdom's guards inform Evan and company about Hydropolis' peculiar code of laws—along with the strict penalties brought upon those who disobey them. The guards also seem to take great pleasure in dashing any hopes the group had of receiving an audience with the Queen, expressing that she has no interest in seeing anyone and that their entire voyage was pointless; not the best of first impressions!

Because of this setback, you'll have to explore the city and mingle with the populace to gain some information about this reclusive ruler and her kingdom; start by activating the nearby Ankura Harbor trip door before moving ahead. Hydropolis is a big place, filled with people to talk to and shops to visit: of note are the Taverna Akheilos in Empórion Market, which sells previously unavailable foods; the Trident Tested Armorer along the central crossing, where you can purchase some equipment that may prove better than what you currently have; and Taverna Kalamari in Naútes Harbor, which offers fish-based materials and foods.

The information you're seeking can be obtained by speaking with three specific citizens: The first is the Talkative Old Woman located inside the Siren's Rest Inn, east of the city. The second is a Troubled Young Man next to the large fish currently being gutted in Naútes Harbor, near Taverna Kalamari. The third and final citizen is the Man Working in Market in Kardia Square, north of the city. You'll also find a trip door at each of these locations, so be sure to activate them along the way!



Hydropolis is a beautiful kingdom, but its strict laws and the ever-watchful gaze of the Eye hint at a darker side.

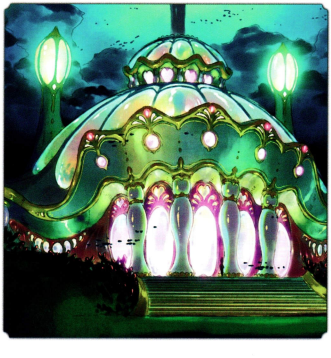


Hydropolis Palace

07

Now armed with the information you've gathered from the locals, Lofty comes up with a plan to infiltrate the palace. He wants you to acquire an item from the Trident Tested Armorers that he says is essential to his scheme, so head there and speak with Xiphos, the owner; this marks the beginning of Side Quest 041 "Ringing Around". The law forbids Xiphos from selling you the Bright Red Coral Ring central to Lofty's plan, but there's nothing preventing him from outright giving it to you! He asks only for one small favor in exchange: that you deliver three packages to three of his clients across Hydropolis.

The location of these clients is marked on your map, so seek them out and speak with all three to complete the delivery. You'll find Triton sitting at a table near the entrance to the Siren's Rest Inn; Proteus can be reached by passing through Naütes Harbor and heading south; and Peleus waits by the entrance to the Coral Diadem in the Empórion Market. Return to Xiphos once you've delivered all three packages to complete the Side Quest and receive the Adore Ring Important Item.



07 Hydropolis' laws expressly forbid public displays of affection, so what better way to get the Queen's attention than to stage a fake marriage proposal in which Evan declares his love to Tani? Lofty directs the make-believe ceremony, and the plan proves to be a rousing success as the party immediately gets thrown in jail for their transgression. Once in their cell, Archon Leander informs them that Queen Nerea wishes to meet the group in person; you're then taken to the underwater palace's impressive throne room where you need to speak with the Queen herself. She's willing to sign the treaty and forge a union with Evermore, but only if you can defeat Cetus, a great sea monster that dwells within Leucippes' Labyrinth. She insists that Leander accompany you on this quest and, he becomes a temporary party member!



Feel free to to speak with the throne room's other occupants, but don't keep the Queen waiting for too long!

Wisdom of the Kingmaker

This Leander bloke's got some proper tidy tricks up his sleeve, you know. You should take him for a spin! He's a dab hand with the old magic, just like ouer Evan, but with a little bit of a different elemental twist. And he can use Mind of the Magos to give his magic even more oomph! Proper powerful, it is! He's also pretty handy with a spear, and when he needs to get out of the way of an attack, he can teleport himself! Talk about snazzy! If youer goin' to use him, I'd recommend spendin' some time at the Spellworks in Evermore upgradin' his spells and that, en't it!

5-3 What Lurks in the Labyrinth

5-3 What Lurks in the Labyrinth — Recommended Lv. 27

The friends succeed in gaining an audience with Queen Nerea through a ruse that involves Evan "proposing" to Tani. The Queen agrees to sign the Declaration, but on one condition: They must defeat Cetus, master of Leucippes' Labyrinth, and they must take her most trusted adviser Leander along with them when they do.

Objectives

01 Go to Leucippes' Labyrinth!
02 Use your army to help you fight your way further into Leucippes' Labyrinth!
03 Find Cetus, who dwells in the depths of Leucippes' Labyrinth!
04 Defeat Cetus!
05 Go and tell Queen Nerea that you've defeated Cetus!

5-3 Recommended Optional Activities	During Objective	More Info
Bao Wao can now be recruited by completing Side Quest 040 in Goldpaw.	01	P.336

Skirmish: Labor of the Labyrinth



01 02 It's time to set sail for Leucippes' Labyrinth, so exit the underwater palace via the hydroportal just outside the throne room, and head back to your ship (open the trip door Map and teleport to the World Map if you wish to save a bit of time!). Navigate around Makronos island and make your way southeast until you reach your destination. The Labyrinth is guarded by a legion of ghastly spirit troops—the tormented souls of Cetus' countless victims—so you'll have to fight through their ranks using Evermore's army to reach Cetus's lair.

You're taken to the Briefing Menu for the "Labor of the Labyrinth" Skirmish as soon as you come ashore. The enemy ranks are composed of many Lancer units, so avoid bringing Swordsmen if possible. Conversely, Malleteers can simply chew through most of the enemies encountered in this Skirmish, so make sure to put Bai Gon in your roster along with an additional Malleteer unit if you have any other at your disposal; back your melee troops with some Archers or Fusiliers for maximum effect. Feel free to spend a few KG in the Bolster Forces Menu if you want to make things easier, then select the Mobilize Forces option to begin the battle.

Place your Malleteer(s) in the frontline and bash your way through the enemy units until you pass through the first gate at **Position A**. An enemy ambush awaits the moment you step through, so retreat through the gate and use it as a chokepoint. Defeat the nearby troops from this position, and head back through the gate.



Next, you'll have to take out the remaining enemy troops along with the fangfish standing watch near **Position B**. This monstrous worm can spit water balls from a distance and burrow underground; watch for the dust clouds as it moves below the surface, since it will soon erupt from that position and deal a lot of damage to any friendly units caught in its path. Your Malleteer(s) are the ideal counters to these enemies, so use Bai Gon's Rousing Roar to raise your defenses before charging the fangfish.

Hydropolis Palace



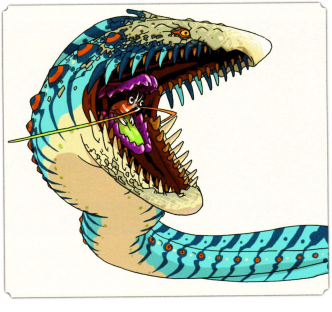


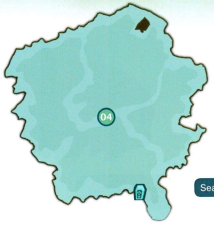
Retreat using Quick March whenever a fangfish burrows underground...



...and quickly rush back in to take it out with an All-Out Assault after it re-emerges.

You'll be ambushed once again as you pass through the second gate at **Position C**, but the same strategy used during the first ambush can also be successfully applied here. A few Swordsmen units await behind the barricades, so avoid using your Malleteer(s) against them, and rotate your ranged troops to the frontline instead. Use All-Out Assault in combination with Special Tactics if needed, and make sure to spend some of your Military Might to replenish your troops whenever some of them get taken out. Eliminate the remaining units along with the last fangfish blocking the way to the objective at **Position D** to complete the Skirmish!

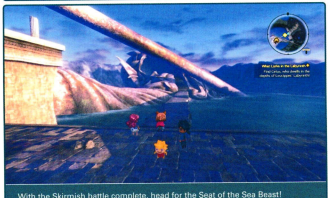




03 Enter the Seat of the Sea Beast, save your game, and get ready for the upcoming boss fight. There's no way to teleport directly to this location, though you can backtrack to your boat and activate the Leucippes' Labyrinth trip door next to the shore if you wish to make some preparations. If you choose to do so, be sure to pick up the Bright Ammonite Bow from Red Chest B16 near the center of the Labyrinth as its Light-based damage will come in handy. When ready, step into the arena to trigger an event scene and commence the clash with Cetus!



You can also activate your Shock Tactics to crush the enemy Swordsmen units after passing through the second gate!



With the Skirmish battle complete, head for the Seat of the Sea Beast!

Cetus
The Terror of the Tides



Recommended Skills			
Party Member	Skill 1	Skill 2
Evan	Sunrise	Water Balloon
Roland	Circular Sword	Heavy Ammo
Tani	Burrowing Bolt	Windwhirl
Batu	Strongman Stance	Cannon Shot
Leander	Water Balloon	Mind of the Magos

Preparation

Weapons and skills imbued with the Light element are most effective against Cetus, so researching Evan's Sunrise spell at the Evermore Spellworks and grabbing the Bright Ammonite Bow from the nearby Red Chest B16 in Leucippes' Labyrinth can both give you an edge. Equip armor that focuses on raising your Physical defense since all of Cetus' attacks are Physical in nature, with the exception of its water blast. Dripguard Pendants can offer a bit of protection against this specific attack. Lastly, Higgledies with healing skills, such as "Higgledy Heal" and "There, There!" can also prove quite helpful during this encounter, since Cetus hits so hard.

Cetus Details								
Stats	Lv.	Affinity					Res.	HP
	36		254	268	268	268	192	High	20370
Elemental Resistances								
	20%		0%		20%		-30%		0%
Status Resistances	Poison		Freeze		Sleep		Confusion		Petrify
	20%		100%		100%		100%		100%
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	Water							
Arts of War	Dynamism				Untouchable			Eagle-Eyedness
Rewards								
Soakproof Enchanted Armor ☆★★★★								

Strategy

This subterranean super terror doesn't take kindly to intruders, and primarily defends its lair by burrowing underground before surfacing with a deadly bite. Cetus' movements can be tracked by the dust cloud traveling along the ground whenever it's burrowing. Run away from this cloud and evade as soon as it stops moving—this will allow you to reach a safe distance before the boss comes surging to the surface. It can perform multiple burrowing bites in quick succession, so stay alert after evading the first one!

When above ground, Cetus attacks with a lunging bite and by attempting to slam you with its head; both of these attacks can safely be avoided by evading sideways as the boss winds up. Cetus can also spit out a water blast that explodes on impact and deals substantial amounts of Water damage as it hits multiple times; you'll need to keep evading away from your current position the moment the boss rears its head backwards to signal this attack.



Tani's fully charged ranged attack can be devastating when performed from point blank range, especially if she's wielding a powerful bow.

Wisdom of the Kingmaker



Flip, mun! That thing inside its mouth is flippin' disgustin'! Bleurgh! ...Ahem. Anyway, clobber the rotter while he's burrowin' around beneath the ground with youer strongest attacks and abilities, and he'll soon surface. When he does, take the opportunity to give his gob a right royal batterin' while he's stunned to really pile on the damage!



The chunks of rock kicked up by Cetus as it surfaces during its burrowing bite are capable of dealing damage...



...so be sure to get as far away as possible since this attack has a deceptively large radius!

Cetus uses its tail to perform surprise attacks as you focus on its main body. Watch for a cloud of dust to appear moments before the tail erupts from beneath; once the tail has surfaced, it'll either perform a swipe covering a wide angle, or a vertical tail bash directly on its target's location. The sweeping attack can be particularly challenging to evade, as it can be difficult to even notice that the tail has surfaced before it's too late. Try to be mindful of the potential for Cetus to use these attacks while you're busy attacking; using the right analog stick to survey the arena can prevent you from getting caught off guard.

Moving in close and using melee attacks as Cetus surfaces is a good strategy, since the boss is fairly slow once above ground. Most of its attacks (except for the tail swipe and slam) can be evaded without too much difficulty, allowing you to keep building up your MP and Zing gauges using light attacks. Unleash your most powerful skills whenever you get the chance, though it's worth saving some MP for when Cetus' inner mouth surfaces as it's highly vulnerable and takes extra damage. Using dash shots whenever Cetus emerges at a distance can allow you to dish out some damage while attempting to close the gap.

When Cetus' HP pool reaches the 40% mark, it'll burrow underground and scatter explosive clumps of seaweed (the green substance that covers its body) throughout the area by launching them from its tail. These makeshift bombs are on a timer and will flash red as they get closer and closer to exploding; they can be destroyed using melee attacks, but it's usually best to steer clear of them since targeting them can prove finicky (they can't be Locked-On to). These clumps are dislodged from Cetus' body whenever it uses its head slam or tail-based attacks from this stage of the fight onward. As you further deplete the boss's HP pool, it will become more aggressive and perform a series of four successive burrowing bites; this will leave it exhausted, so use this opportunity to hit it with your strongest skills to seal the deal!

Hydropolis Palace



05 With Cetus defeated, Lofty hands you the Ocean's Aether Important Item he stumbled upon near the monster's remains. Teleport to Kardia Square in Hydropolis and approach the palace to initiate an event scene where you're informed of Queen Nerea's sudden disappearance.

5-4 The Lady Vanishes

Recommended Lv. 31

Evan and his friends return victorious from Leucippes' Labyrinth only to find that Queen Nerea has vanished. They soon learn that the vortex protecting the Abyss, in which Hydropolis's king's cradle is located, has also disappeared. These two unsettling events must surely be related...

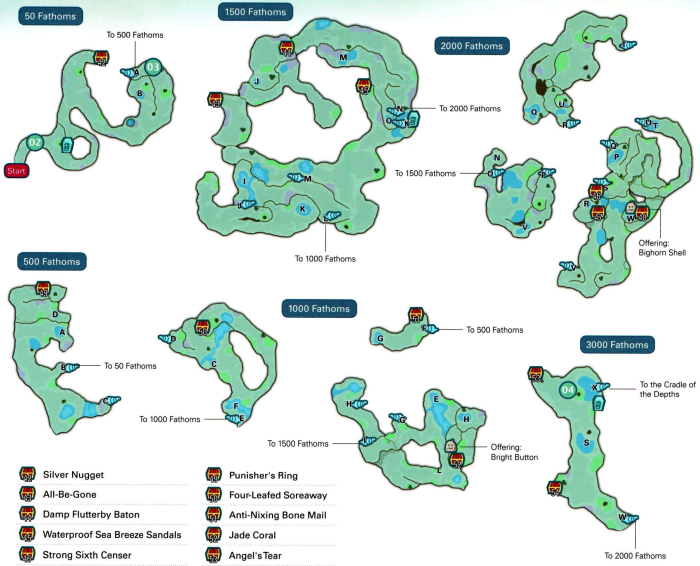
Objectives

01 Go to the Abyss and look for Queen Nerea!
02 Find a way down to the depths of the Abyss!
03 Take a closer look at the puffer whelk!
04 Find a way down the depths of the Abyss!
05 Defeat Brineskimmer!

5-4 Recommended Optional Activities	During Objective	More Info
Purchase a Bright Button from the Everyday General Store if you don't already have one, since it can be offered to a Higgledy Stone inside the Abyss.	01	P.620

The Lady Vanishes 5-4





- Silver Nugget
- All-Be-Gone
- Damp Flutterby Baton
- Waterproof Sea Breeze Sandals
- Strong Sixth Censer
- Greatsword
- 1700 Guilders
- Punisher's Ring
- Four-Leafed Soreaway
- Anti-Nixing Bone Mail
- Jade Coral
- Angel's Tear
- Songbook No.15

01-04 The vortex surrounding the entrance to the Abyss has mysteriously vanished, so set sail for this destination. The Cradle of the Depths—where Hydropolis' Kingmaker dwells—rests at the bottom of this multi-tiered underwater dungeon; your objective is to keep descending until you reach the seabed!

Wisdom of the Kingmaker



Corrr, talk about flippin' confusin'! This place is a nightmare! And them puffer whelk things only take you one way, so if you want to retrace youer steps, you have to look around for another one! It's a right old faff! There's plenty to see and do on the way to the bottom, but if you just want to get it over with, the only way is down!

50 Fathoms Deep

Start your descent by activating the 50 Fathoms Deep trip door next to the waystone and saving your game. Progress a bit and Leander will give a brief explanation of the Puffer Whelks used to plunge further into the depths. Make your way toward Puffer Whelk A (destroying the corals blocking your path) and Leander will teach Evan to use the Water Slide spell. Cast Water Slide on the Puffer Whelk and jump onto the jet of water to ride it down to the 500 Fathoms Deep floor.

500 Fathoms Deep

Though heading ever downward is your objective, there are many side areas containing goodies that can be reached by navigating the network of Puffer Whelks in the correct order. Puffer Whelk B leads back to the previous floor, so you'll instead want to ride Puffer Whelk C to traverse across to the opposite section of this floor. From here, riding Puffer Whelk D allows you to cross back to the other side and obtain a powerful Damp Flutterby Baton from Red Chest 44. Drop down to Landing Point A before returning to the opposite section by riding Puffer Whelk C, then head for Puffer Whelk E to proceed to 1000 Fathoms Deep.



Wait for a porc to do its leaping slash, then knock it down with an attack as it tries to pull its sword out of the ground!

1000 Fathoms Deep

Riding Puffer Whelk I leads directly to the next floor, so immediately make your way there if you simply wish to proceed further down. There are a few optional rewards you can claim before moving on, however; it's possible to reach Red Chest 45 (containing a pair of Waterproof Sea Breeze Sandals) by riding Puffer Whelk H up to the elevated section of this floor. Be sure to drop down onto the lower platform where you'll find a Higgledy Stone— offer it a Bright Button (which you likely have in your possession) to befriend Haddock the Fishy! Next, ride Puffer Whelk G to a distant platform where Red Chest 46 containing a strong sixth censer can be found. From this platform, you'll have to ride Puffer Whelk F back up to the 500 Fathoms Deep floor, before sliding down the nearby Puffer Whelk E to return to 1000 Fathoms Deep. Finally, ride Puffer Whelk I to reach the 1500 Fathoms Deep floor.



Stellar jelly enemies share most of their attacks with the Jelly Queen you've previously fought at the beginning of this chapter. Use powerful Wind-based skills to make short work of them!

1500 Fathoms Deep

Upon landing, you can drop down onto the lower area and grab Red Chests 47 and 48 to get a greatsword and some Guilders if you wish. When ready, use Puffer Whelk M to reach the opposite section of this floor, then head up the nearby ramp to reach a waystone. Activate the 1500 Fathoms Deep trip door, then slide down Puffer Whelk N if you want to directly proceed to 2000 Fathoms Deep. Choosing to ride the adjacent Puffer Whelk K takes you to a previously inaccessible upper platform; from there, Puffer Whelk J can be used to reach Red Chest 49 containing a Punisher's Ring. Return to the waystone and ride Puffer Whelk N to the 2000 Fathoms Deep floor.

2000 Fathoms Deep

Make your way up the nearby ramp until you arrive at Puffer Whelk P. Ride it to the eastern section of this floor, then head down the ramp to your left and use Puffer Whelk O to reach the northern section. From there, go forward and round the bend to the upper portion of the platform, before heading toward Puffer Whelk R; ride it to access Red Chest 51 which grants you a suit of Anti-Nixing Bone Mail. Jump down (you can also get some Jade Corals from the nearby Red Chest 52) and make your way toward the bottom of this section before riding Puffer Whelk V to the western section. From this location, ride Puffer Whelk P, then head through the small opening directly in front of your landing point before climbing up the spiraling ramp to your left to reach Puffer Whelk S. Use it to water slide down to the Abyss's lowest floor: 3000 Fathoms Deep.



Head through this small opening after touching down at Landing Point P...

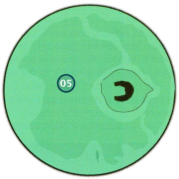


...then up this ramp to reach Puffer Whelk S which leads to the Abyss's final floor.

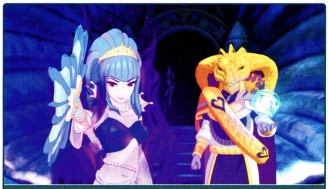
3000 Fathoms Deep

This simple floor is now all that stands between you and the Cradle of the Depths! The first thing you should do is activate the 3000 Fathoms Deep trip door near Puffer Whelk W. Next up, head toward the waystone close to Puffer Whelk X, directly north of your landing point; save your game, but only slide down Puffer Whelk X once you're ready to begin the upcoming boss fight. Before doing so, you may want to grab Red Chests 53 and 54, then ride Puffer Whelk W back up to the previous floor to grab a four-leafed soreaway from Red Chest 50. You'll also find a Higgledy Stone on the same platform, but you won't be able to befriend the Higgledy it shelters until you obtain the necessary Bighorn Shell at a later point. From here, teleport back to the 3000 Fathoms Deep trip door (or ride Puffer Whelk S) and slide down Puffer Whelk X to reach the seabed and initiate a cutscene.

Cradle of the Depths

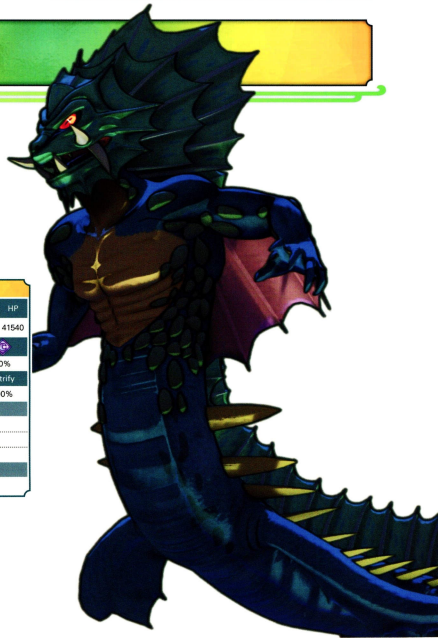


05 Doloran is to blame for Queen Nerea's sudden disappearance and proceeds to steal her Kingsbond. Leander's pleading is enough to momentarily reach Nerea and help her snap out of Doloran's spell, but Brineskimmer—Hydropolis's Kingmaker—has now turned into a Realmwrecker and must be stopped before it's too late!



Queen Nerea attacks the group with magic, but Leander defends with his own.

Brineskimmer
Wavebreaker Kingmaker



Recommended Skills

Party Member	Skill 1	Skill 2
Evan	Flurry	Fireball
Roland	Flatliner	Heavy Ammo
Tani	Spark Spike	Burrowing Bolt
Batu	Cannon Shot	Strongman Stance
Leander	Spark Spike	Spark Shower

Brineskimmer Details

Stats	Lv.	Affinity					Res.	HP
	42	—	298	298	298	298	298	Immune	41540

Elemental Resistances					
	20%	60%	-40%	20%	20%

Status Resistances	Poison	Freeze	Sleep	Confusion	Petrify
	100%	100%	100%	100%	100%

Recommended Tactic Tweaker Settings		
Affinity	—	
Element & Status	Water	Confusion
Arts of War	Eagle-Eyedness	Dynamism

Rewards

Windy Cloudburster ☆☆★★★

Wisdom of the Kingmaker

A word to the wise: Pack youer pockets with all the sixth censers you can carry before this battle by yur! That way, you can get a load of MP back when the rotter's seein' stars and his head becomes a weak spot, and clobber him good and proper!

Preparation

Brineskimmer's only vulnerability is Wind damage; weapons and skills imbued with that element should be prioritized and anything imbued with Water must be avoided. Many of this Realmwrecker's attacks deal Water damage and are capable of Freezing you, so equip armor with strong Magical defense and Water resistance if available. Consider equipping Dripguard or Antifreeze Pendants (which can be crafted at the Evermore Outfitters) to bolster your defenses further. Sixth censers can allow you to unleash your most powerful skills when Brineskimmer is vulnerable, so purchase some if needed as you stock up on supplies!

Strategy

This massive aquatic Realmwrecker is capable of swimming outside of melee reach. He'll soon coil up and attempt to slam into you before landing on the edges of the circular platform on which the fight takes place; stay away from the middle of the arena and you'll be safely out of his reach as he swoops down. When grounded, Brineskimmer spews out a sweeping ice beam capable of outright Freezing any character it comes in contact with; this attack can't be blocked, so you'll have to evade sideways, directly through the beam as it approaches. You can also avoid the beam altogether by positioning yourself on either side of the boss's head; this provides a good opportunity to target the Weak Spots located on Brineskimmer's front legs.



Lock-On to Brineskimmer's Weak Spots whenever he takes flight, and use Evan or Leander's homing ranged attacks to deal some damage. This is especially effective when used in combination with the Higmaker turret!

Brineskimmer always storms off after performing his ice beam, so keep a bit of distance as he prepares to dash away to a new location. Track his movement and attempt to predict where he'll land next, so you can be ready to damage his Weak Spots the moment he comes to a halt. He'll occasionally hover toward the middle of the arena, before diving down and violently circling the center of the platform in an attempt to ram you; immediately head toward the edges of the arena when he signals this attack to avoid taking damage.

Once you've taken out the Weak Spots on each of the boss's front legs, he'll enter a stunned state and a new Weak Spot will appear directly on his head. Now's your chance to unleash your most powerful skills (preferably Wind-based) since Brineskimmer takes extra damage when in this state. He'll soon recover, however, and encase himself in a protective icy barrier—rendering him invulnerable to any conventional attacks. Brineskimmer gains access to a few new attacks while in this state: a mid-air variant of his ice beam that generates icicles along its trajectory (which you'll need to evade sideways), and the ability to summon a ring of icicles around the platform's perimeter (retreat to the center as Brineskimmer coils up near the water and the edges of the platform get coated in ice)

Higmakers to the Rescue!

When Brineskimmer activates his icy barrier (represented by his now purple HP bar) and takes to the skies, destroy the icicles he summons to free the Higmakers trapped within. Once enough have been released, they'll form a golden circle and signal their Special Order; activating it will transform the sprites into a hovering Higmaker Turret that automatically fires long-range projectiles! Use the right analog stick to aim the reticle and take down Brineskimmer's icy barrier while he's flying. Once he's unshielded and vulnerable, target his Weak Spots to bring him crashing down!



It's possible to gauge how much ammo currently remains in your Higmaker Turret by looking at the water reservoir on its back!



Always focus on rescuing more Higmakers and activating their Special Order whenever your current Higmaker Turret runs dry!

The moment Brineskimmer's icy barrier has been removed and all three Weak Spots have been destroyed, he falls to the center of the arena and a new Weak Spot appears on his head. Aim your Higmaker Turret directly at this Weak Spot and use skills to deal as much damage as possible before he recovers! He'll soon regenerate his icy barrier and take off once again, before demonstrating the latest additions to his arsenal. Watch out not to get caught unawares by his dangerous water bubble shower; the bubbles conjured during this attack hover in the air for a brief moment before falling down directly below their location; use the right analog stick to look up and position yourself in a safe spot. Keep activating the Higmaker Turret and destroying Brineskimmer's icy barrier until this Realmwrecker's rebellion has been quelled!



Brineskimmer can now summon a circular array of water bubbles which he then sends flying in your direction.

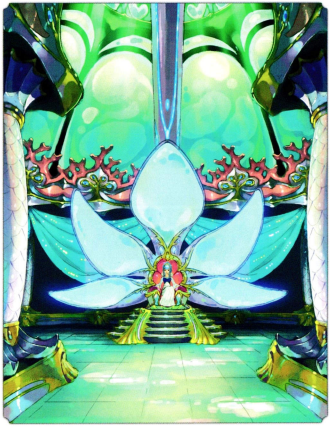
5-5 Hydropolis Joins the Union

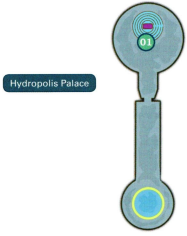
5-5 Hydropolis Joins the Union Recommended Lv. 32

Doloran steals another kingsbond, and the friends are forced to calm another kingmaker—this time, mighty Brineskimmer. This done, they learn the incredible truth about Hydropolis: Queen Nerea has trapped it in a time loop lasting 300 years. But the time to end the loop and sign the Declaration has come at last.

Objectives

01 Forge a union with Hydropolis!





01 Queen Nerea expresses her desire to finally end the 300 year loop and allow time to run its course once again—come what may. Speak with her to sign the Declaration of Interdepence and usher in a new dawn for Hydropolis and its people!



Though slated to eventually become King of Hydropolis, Leander joins Evan's group as both a permanent party member and citizen!

Beyond the Great Divide 6-1

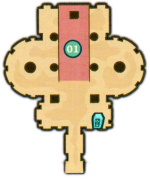
6-1 Beyond the Great Divide

Recommended Lv. 35

The time has come for the friends to head for Broadleaf, the next potential signatory of the Declaration. But in order to get there, they'll need to be able to bypass a great rift in the ocean. Luckily, Leander seems to know of a way of modifying their ship that might just enable them to do so...

Objectives

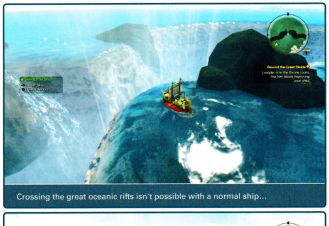
01 Leander is in the throne room. Ask him about improving your ship!
02 Head for Broadleaf!
03 Head for the landing pad at the top of the Treehouse!



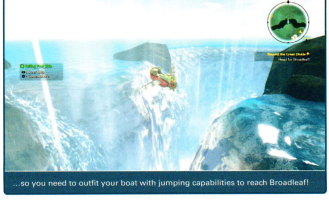
Evermore Throne Room

6-1 Recommended Optional Activities	During Objective	More Info
Seven new citizens have become available at the Taskmaster, and you'll need 217 ToG to pick up their Side Quests.	01	P.401
The "A Seafood Odyssey" Cookbook can be obtained by completing Side Quest 058, which in turn adds Side Quest 045 to the Scout New citizen menu at the Taskmaster.	01	P.343
You can recruit both Nereus and Sybilla in Hydropolis by completing Side Quests 048 and 057.	01	P.340, P.343
The enemies encountered in Sequoia Valley are a much bigger threat, so researching level 4 weapons, equipment, and spells can help even the playing field.	01	P.117
Gain a big increase in survivability by defeating Tainted Monster 19 "Florette" in the Fathomless Forest to acquire the Allproof Autumn Mantle.	01	P.523
Also in the Fathomless forest is a Higgledy Stone; if your Hunting Lodges have been bringing in Fine Fur for you, make an offering of one to befriend Bumblebizz the Blowy.	01	P.632
Defeat Tainted Monster 014 "Fanger" to obtain a Backshot Bow and make use of this powerful ranged weapon to easily take out Tainted Monster 020 "Twinky".	01	P.518, P.520
Consider delving into Dreamer's Maze 05 in Tidewash Cave to strengthen your party and get another Dream Fragment at the same time.	01	P.654

01 With Hydropolis now signed up to the union, the attention turns to Broadleaf—a technologically savvy kingdom residing on one of the eastern continents. The oceanic rifts dividing the sea prove to be an impediment, however, and finding a way across will necessitate some upgrades to your boat—namely the ability to jump! Since this is a common feature of vessels in Hydropolis, Leander shares the blueprints and offers to oversee the modification process.



Crossing the great oceanic rifts isn't possible with a normal ship...

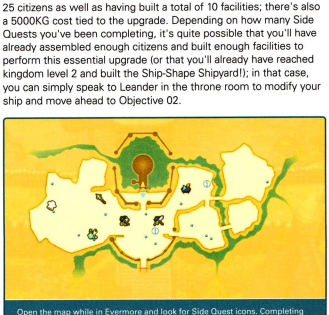


...so you need to outfit your boat with jumping capabilities to reach Broadleaf!

New Side Quests Available

No	Name	Sub-Chapter	Page
042	Daddy Come Home	6-1	338
043	Filippos, the Novice Hunter	6-1	338
044	Pontus's Ocean of Knowledge	6-1	339
045	Glaucus, the Ambitious Angler	6-1	339
046	Thaumas, the Suave Sorcerer	6-1	339
047	Peleus, the Amiable Armorer	6-1	339
048	A Career Cut Short	6-1	340
049	Proteus, the Gloomy Jeweler	6-1	340
050	Triton, the Honest Scholar	6-1	340
051	Speio, Priestess in Training	6-1	341
052	Helena, the Hearty Hunter	6-1	341
053	Lycorias, the Doubtful Guard	6-1	341
054	Hansel, the Fanciful Gardener	6-1	342
055	A Secret Sweet Tooth	6-1	342
056	Unfun Fungus	6-1	342
057	The Way to a Man's Heart...	6-1	343
058	The Best Seafood in Seatown	6-1	343
059	By Hook or By Crook	6-1	344
060	Who's the Big boss?	6-1	344
061	Fangs for Everything	6-1	345
062	Skirmish with the Sea's Finest	6-1	345
063	Tasty Treats Among the Trees	6-1	346
064	A Most Distressing Dream	6-1	346
065	A Love Supreme	6-1	346
066	Triton's Lost Treasure	6-1	347
067	A Cuttyfish Above	6-1	347
068	You Can't Make an Omelet...	6-1	348

The Ship-Shape Shipyard facility will need to be built before work can get underway, and this demands the expansion of Evermore's borders. This is accomplished by upgrading Evermore Castle to level 2, which in turn requires you to have recruited a minimum of 25 citizens as well as having built a total of 10 facilities; there's also a 5000KG cost tied to the upgrade. Depending on how many Side Quests you've been completing, it's quite possible that you'll have already assembled enough citizens and built enough facilities to perform this essential upgrade (or that you'll already have reached kingdom level 2 and built the Ship-Shape Shipyard!); in that case, you can simply speak to Leander in the throne room to modify your ship and move ahead to Objective 02.



Open the map while in Evermore and look for Side Quest icons. Completing one of these will reward you with some KG, so it's better than waiting if you're low on funds!

The lowest number of citizens you can have at this stage (if you haven't completed any Side Quests) is 14, so you may have to do a bit of head-hunting before being able to progress past this point. With this in mind, we've provided a list of citizens that we feel are the quickest and easiest to recruit, while simultaneously being most beneficial to Evermore's continued development. Focus on completing the following Side Quests (or any other currently available Citizen Side Quests) until you've reached the 25 citizen mark; be sure to also build any additional facilities (to reach a total of ten) required for the Evermore Castle upgrade as you tackle the Side Quests and accumulate Kingsguilders.

Recommended Citizens

Citizen Name	Side Quest	No.	Page
Nu Bi	A Favor for Nu Bi	004	97
Hoi Den	Hang On, Hoi Den!	005	98
Persha	Persha, A Maid Like No Other	007	96
Fai Do	Fai Do, the Downbeat Armorer	012	97
Yung Mein	Yung Mein, the Trainee Guard	013	98
Tabbias	Tabbias, the Trusting Traveler	014	95
Chi Pi	Chi Pi, the Master Carpenter	018	98
Ah Chu	Ah Chu, the Caring Blacksmith	019	99
Yu Kan	Yu Kan, the Kind Teacher	020	99
Fitch	Fitch, the Friendly Blacksmith	021	95
Alice	Alice, AKA Mini Martha!	025	96
Muriel	Muuuriel!!!	026	96
Filippos	Filippos, the Novice Hunter	043	100

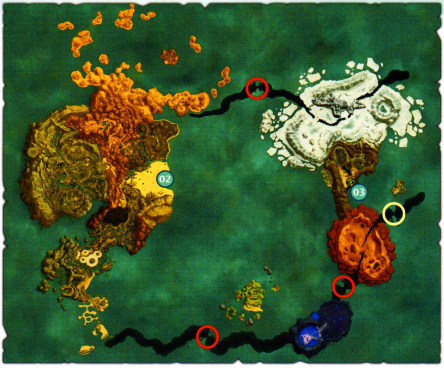
Once you've fulfilled all three prerequisites (recruited 25 citizens, built 10 facilities, and amassed 5000KG), highlight Evermore Castle and select the "Level Up Kingdom" option to expand your territory and open up new development opportunities! The Ship-Shape Shipyard facility can be built on the newly-available plot of land west of the kingdom's gates; once it's been built, return to the throne room and speak with Leander to outfit your boat with jump capabilities!

Wisdom of the Kingmaker

Right, listen up! Now that youer king of a much bigger kingdom, there's all kinds of new facilities you can build, but I've got a red-hot recommendation on what to start with once you've sorted youer ship out: the Basic Trainin' Ground! Research the "Improved Party Member Experience" topic there, and you can level up much more easily, which'll come in proper handy for the battles ahead! You can thank me later!



The basic Training Ground facility is more than worth the 4500KG it costs to build it!



02 03 Now that your boat has been retrofitted with jumping capabilities, it's time to hop across the oceanic rifts and head east to Sequoia Valley—homeland of Broadleaf! There are three suitable jump points (highlighted on the map) from which to cross to the outer divide; any of them will get you there, but the one directly northeast of Leucippes' Labyrinth will land you closest to your destination. Some of the monsters roaming beyond the great divide can be quite strong, so keep an eye on their strength color indicator and avoid engaging those that are deep red!



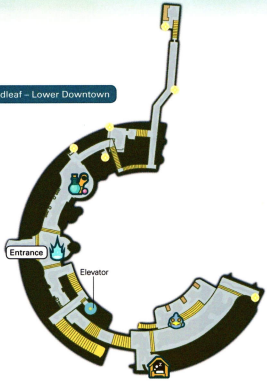
There aren't many new optional destinations to visit, but you can nab a Punishing Burning Blade from Red Chest B05 on the small nameless island directly south of the Briney Shrine!



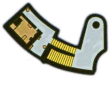
Make landfall at the large cog; you can't miss it!



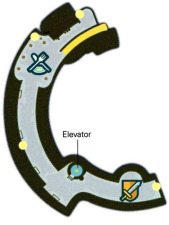
Broadleaf – Lower Downtown



Broadleaf – Upper Downtown



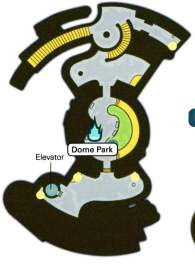
Broadleaf – Lower Midtown



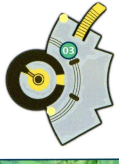
Broadleaf – Upper Midtown



Broadleaf – Lower Uptown



Broadleaf – Upper Uptown





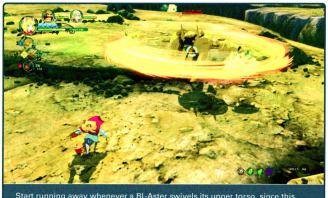
Take this path to navigate Junkyard Mire and reach the upper plateau!



Don't miss out on the 1900 Guilders found in Red Chest B22, along with the 5 Bully Buttons from Red Chest B26.

You'll want to disembark at the entrance to Junkyard Mire on the newly-accessible eastern continent (easily identifiable by the large metallic gear), and activate the nearby trip door. The enemies here present a sizeable increase in difficulty (especially if you haven't been pursuing many optional activities), so make sure you're carrying a healthy supply of curatives!

The BL-Aster combat bots introduced in this area are particularly dangerous and should be approached with caution. They're capable of transforming into veritable armored wrecking balls—rolling around the battlefield while trying to ram into you. This ball form grants BL-Asters complete immunity to ranged attacks, though hitting them with melee attacks when they briefly stop rolling will cause them to revert into their regular form and knock them down. BL-Asters can also fire a massive charged attack beam after gathering enough energy; these robots always perform a short hop to reposition themselves before discharging this beam, so evade sideways right as they're about to land to escape unscathed. It's also possible to perform a charge break and interrupt the beam by activating powerful skills as it's charging up.



Start running away whenever a BL-Aster swivels its upper torso, since this signals that its rotating slash attack is incoming!

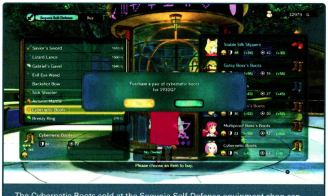
The city of Broadleaf rests on a large metallic platform, directly north of Junkyard Mire; make your way across Lake Gearie to reach the entrance, or take the scenic route and approach the city from behind. Once inside, the locals are overheard talking about a big demonstration being held against Zip Vector—the President of this scientifically-inclined nation. Your next objective is to attend the protest taking place at the city's landing pad to get a better idea of Broadleaf's current political climate.



The high-tech kingdom of Broadleaf is unlike anything Evan and company have encountered before!

Broadleaf is separated into three main sectors: Downtown, Midtown, and Uptown—themselves each split into a lower and upper floor. These areas are connected by a central Inter-Area Elevator operated by a courteous droid; the landing pad is accessible through the Uptown sector, but first, make sure to activate the Entrance trip door directly in front of your location.

The Downtown sector is where you'll find the Poplar Produce shop, allowing you to stock up on supplies if needed, as well as both the Redwood Retreat Inn and the Taskmaster's Swift Solutions. The Midtown sector is home to Pepper's Pop-Up Beanery which sells a variety of foods, along with the Sequoia Self-Defense equipment shop. The latter's selection might contain a few upgrades to your current arsenal, so purchase those if that proves to be the case. Finally, the Uptown sector is where you'll find the Dome Park trip door, as well as the Factory Elevator leading to the Factory Floors on its upper level.



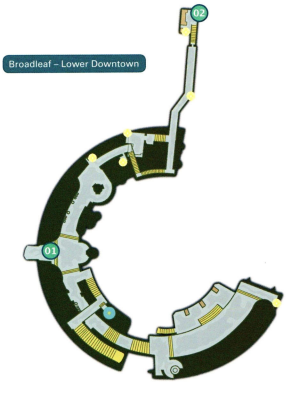
The Cybernetic Boots sold at the Sequoia Self-Defense equipment shop can provide a solid defense boost, so consider snagging a few pairs.

When ready to progress, ride the Inter-Area Elevator to the Uptown sector, then go through Dome Park until you reach the staircases leading to the Upper Uptown floor, where the protest is currently raging. You'll be introduced to Bracken: Chief Engineer at Broadleaf Industries and organizer of this resistance movement, shortly before President Zip Vector makes his grand entrance aboard his flamboyant Zippelin. He doesn't seem interested in hearing the pleas of his overworked employees, and instead summons Bastion—Kingmaker of Broadleaf—to disrupt the protest. Doloran seizes the opportunity and steals President Vector's Kingsbond, before vanishing as quickly as he appeared. The Zippelin's firepower is enough to repel Bastion for the time being, but the situation isn't looking good for the people of Broadleaf…



The people of Broadleaf appear divided on their support for President Vector.

6-2 A Rebellion in Broadleaf



6-2 A Rebellion in Broadleaf — Recommended Lv. 36

Evan and his friends reach Broadleaf at last, only to find that things aren't quite right. It's a nation which grew from a tiny company into a full-blown country, and the employees who are also its citizens are striking in protest at the current working conditions, and at President Zip Vector's management.

Objectives

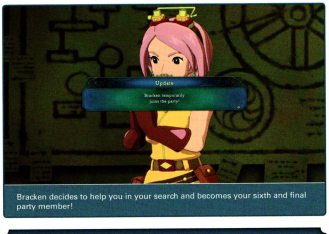
01 Head for Zip and Bracken's old workshop!
02 Take a look around Zip and Bracken's old workshop!

01 02 The evidence points to President Vector being yet another victim of Doloran's dark machinations, so Evan suggests searching for a way to jolt Zip out of his tainted trance. The old workshop in which Zip and Bracken founded Broadleaf Industries is filled with memolith recordings of their many cherished memories and accomplishments together; it can be accessed by heading left and following the corridor as you exit the Resistance Headquarters. Speak with Bracken before entering if you wish, then climb the stairs to trigger an event scene.



Interact with the red sparkling item next to Roland's location to find the #BL011 Memolith and trigger another event scene!

Look next to the bookshelf Roland is busy inspecting, and interact with the red glowing object located on the floor to pick up the #BL011 Important Item. The contents of this old Memolith alone won't be enough to bring back the real Zip Vector, so you'll have to find three more Memoliths by searching the Factory Floors area.



Bracken decides to help you in your search and becomes your sixth and final party member!

Wisdom of the Kingmaker

Bracken en't just tough, she's useful too, mun! That Health Hub ability of hers can fix everyone up mid-battle, and when she summons all them little robots with Buzz Off and gets hammerin' away while they do their work, she's nigh-on unstoppable!



Thanks for the Memolith 6-3

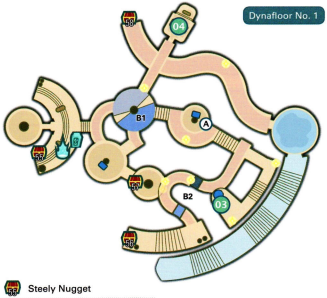
6-3 Thanks for the Memolith

Recommended Lv. 38

The person leading the protests was Bracken, an expert engineer, and one of the people with whom Zip originally founded Broadleaf Inc. She remembers what he was like before the perpetual fission reactor, and is convinced that finding some memoliths of the good old days might help to jog his memory.

Objectives

01 Head to the factory!
02 Head inside the factory!
03 Light the emergency boiler on Dynafloor No.1 in the factory!
04 Look for memoliths in the factory archives.
05 Look for memoliths in the smartstick labs!
06 Look for memoliths around the production line!
07 Disengage all the locks on Dynafloor No.3 in the factory!
08 Look for memoliths around the production line!
09 Head for the Chief Engineer's Office in the factory!
10 Head for the reactor control room in the factory!



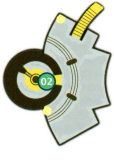
Steely Nugget
Strong Sixth Censer
Untouchable Brute's Boots
Good Ol' Eggnog

Blue Default Position
Blue Alternate Position



Broadleaf – Lower Uptown

Broadleaf – Upper Uptown



01 02 Begin your search for the missing Memoliths by returning to the site of the protest (Upper Uptown floor), then approach the Factory Elevator to trigger an event scene. Speak to the (now-compliant) Elevator Droid after Bracken takes care of the small security clearance issue and ride the lift up to the Factory Floors.

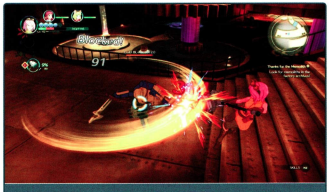
03 04 Dynafloor No. 1

Bracken scans for the location of the missing Memoliths and picks up a reading in the nearby Archives; since the Dynafloors are currently under lockdown, however, you'll need to first turn on the Emergency Boiler to restore access to this room. Before proceeding further, activate the Factory Floors trip door by the waystone, and open Red Chest 55 tucked away in the corner near the entrance. The Factory Floors are crawling with combat droids in addition to the usual monsters, so you'll have to battle your way through both as you progress through this area. The BL-Udgeon, BL-Ade, and BL-Ast Bots introduced here have a limited range of attacks, but don't let them gang up on you, as they can quickly take you out if you aren't careful. Focus your offense on the ranged BL-Ast Bots, while evading the melee attacks coming from the other two variants.

Head east across **Platform B1** and through **Position A** to arrive at this floor's Emergency Boiler, where Bracken will teach Evan to use the Kindle non-battle spell; this nifty spell lets you fire up the color-coded Boilers found throughout the Dynafloors, which in turn restores functionality to the red or blue Control Panels linked to each Boiler. Cast Kindle on this Boiler, then trace your steps back to the now active Control Panel at **Position A**; operate this device to lock **Platforms B1** and **B2** in their alternate configuration and open up new pathways. Return up the stairs, then cross the newly-formed bridge created by **Platform B2** to reach Red Chest 56 guarded by some enemies, before heading back to **Platform B2's** location and jumping down through the gear to reach Red Chest 57 containing a pair of Untouchable Brute's Boots. From there, head back to the waystone to refill your HP and MP, then proceed across **Platform B2** to arrive at the Archives.

Wisdom of the Kingmaker

All these red and blue control panels and platforms and whatnot might seem complicated at first, but it en't all that hard to get youer head round—the red panels move all the red platforms, and the blue panels move all the blue ones, and there's only two positions for each. See—easy peasy!

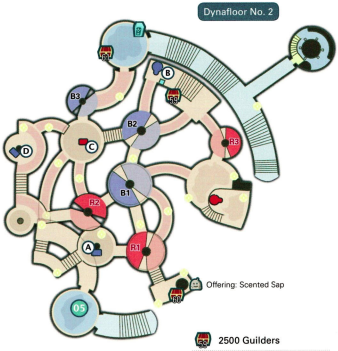


The upgraded 2.0 versions of the hostile combat bots encountered throughout the Factory Floors are sturdier, deal extra damage, and block your melee attacks more often. Proceed with caution!



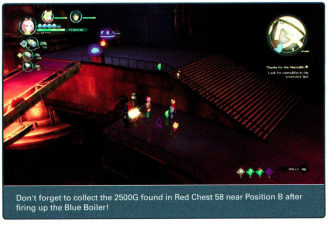
Jump down through this large gear near Platform B2 after operating the Control Panel at Position A to reach the lower platform containing a pair of Untouchable Brute's Boots! These are a great fit for either Bracken or Batu!

Enter the Archives, then pick up Memolith #BL027 by interacting with the red sparkly item sitting on the bookshelf to the right of the large window adorning the back of the room. After a short series of scenes highlighting the contrast between the old Zip's healthy determination and his currently warped, obsessive state of mind, Bracken scans for the location of the next missing Memolith. She pinpoints another signal coming from the Smartstick Lab on Dynafloor No.2, so exit the Archives, then take a left and climb the exterior staircase leading to the next floor!



05 Dynafloor No. 2

You'll enter Dynafloor No.2 from the south, where a short conversation will take place as you arrive at **Position A**. Leander explains that both a Red and Blue Boiler need to be kindled in order to navigate through this floor's security measures and reach the Smartstick Lab. From **Position A**, make your way to the Blue Boiler by going across **Platforms R1**, **B1**, and **R2**, then through **Position C** and **Platform B2**. Once you've arrived at your destination, fire up the Blue Boiler, then operate the newly-activated Blue Control Panel at **Position B** to lock the Blue Platforms to their alternate configuration.



Don't forget to collect the 2500G found in Red Chest 58 near Position B after firing up the Blue Boiler!

This opens the path leading to the Red Boiler's location, so head across **Platforms B2** and **B1** to get there. After kindling the Red Boiler, it's possible to reach both the Higgledy Stone and Red Chest 60 south of **Platform R1**. To do so, start by returning to **Position B** and operating the Blue Control Panel to revert the Blue Platforms to their default configuration. From there, interact with the Red Control Panel at **Position C** to reconfigure the Red Platforms to their alternate placement. Return once again to **Position B**, switch the Blue Platforms to their alternate configuration, then traverse **Platforms B2**, **B1** and **R1** in this order. Grab the Gutsy Enchanted Armor from Red Chest 60 and offer some Scented Sap to the Higgledy Stone to befriend Topturvy the Testy!

From there, retrace your steps to the Blue Control Panel at **Position B**; operate it to revert the Blue Platforms back to their default configuration, then make your way to **Position C**. Head southwest and drop back down to where you initially arrived at Dynafloor No.2, before making your way to **Position A**. Jump on **Platform R2** (make sure the Red Platforms are in their alternate configuration) then make your way to **Position D**. Operate the Blue Control Panel and hop down to **Position C** before crossing **Platform B3** to reach a waystone and Red Chest 61.



You'll need to return to Position A after igniting the Red Boiler, then jump on Platform R2 from that location to reach Position D.

The Smartstick Lab is located at the midpoint of the outside staircase leading to Dynafloor No. 3. Make your way inside and interact with the red glowing item on the lab's central terminal to obtain Memolith #BL038. This will trigger a short series of events further highlighting how far Zip has fallen as a consequence of Doloran's influence. Bracken scans for the final Memolith's location and traces it back to the Production Line area, which can be reached by going through Dynafloor No. 3.

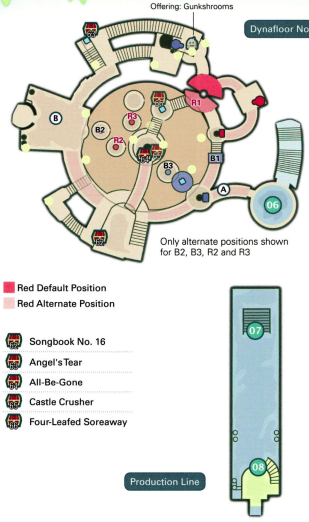


Memolith #BL038 is located on the opposite side of the terminal.





From the platform on which the second lock switch is located, use the right analog stick to rotate the camera southeast and jump down to Position A!



The first lock switch can be found by facing the doorway at **Position B**, then turning right and immediately going up the set of stairs to your left. Disengage the first lock, then grab the Angel's Tear from Red Chest 63 directly underneath your location. Next, ascend the lengthy staircase that's adjacent to the wall and fire up the Blue Boiler found at the top; return to **Position A** and activate the Blue Control Panel there to lock the Blue Platforms into their alternate configuration. From there, proceed across **Platform B1** and ignite the Red Boiler; backtrack a few steps to the Red Control Panel at **Position C** and operate it to reconfigure the Red Platforms to their alternate placement. This opens the way to the Higgledy Stone tucked away north of **Platform R1**; make your way there (by passing in front of the Red Boiler) and offer it a bottle of Whole Milk (if you have one) to befriend Slingsby the Scorcher!

Return to the locked doorway at **Position B**, and jump across the pathway formed by **Platforms B2**, **R2**, and **B3** to disengage the second lock switch. Be sure not to overlook the Castle Crusher hammer found in Red Chest 65 on the central platform as you hop across—and be careful not to fall! From the platform on which the second lock switch is located, jump down to **Position A** and return to **Position C** before operating the Red Control Panel and reverting the Red Platforms to their default configuration. Make your way to the third and final lock switch by going through **Platform R1**, then disengage it to release the lock on the doorway at **Position B**! Grab the All-Be-Gone from Red Chest 64 by climbing the stairs to the top of the central pillar, before making your way back to **Position B** and entering the Production Line.

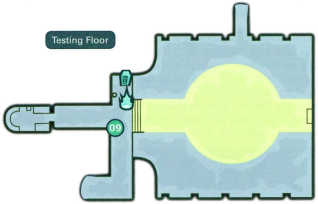
Traverse the Production Line area and head up the stairs to reach the control console, then interact with the red glowing item to obtain the #BL104 Memolith; the recordings stored within reveal the details of how Broadleaf Inc. became a bona fide nation. The fourth and final Memolith has been secured, but Bracken mentions wanting to show Zip one more recording— one that wasn't listed as missing. Head for the Chief Engineer's Office by going through the nearby door.

06–08 Dynafloor No. 3

From **Position A**, head west along the ramp, then go up the short flight of stairs directly in front of you to find Red Chest 62; open it to obtain a copy of Songbook No.16. Next, make your way toward the metallic doorway at **Position B**. Once there, you'll learn about the three lock switches that you'll need to disengage in order to gain access to the Production Line hidden behind this maximum-security door.



The enemies guarding the bottom of Dynafloor No. 3 are very dangerous, so be careful not to fall! If you end up down there, it's possible to escape the battle area and use the stairs southwest of the room to climb back out.



09 Activate the Testing Floor trip door, then head for the Chief Engineer's Office where you'll acquire Bracken's Personal Log. This special Memolith contains one of her most influential memories and could prove vital in helping to remind Zip of his old self; the time has come to make your way to the Reactor Control Room and blast Zip Vector with a healthy dose of nostalgia! Attempting to go upstairs will trigger an alarm, however, so save your game and make preparations if necessary. When ready, head for the door leading to the Executive Elevator to test your mettle against the Reactor's guardian!

BL-Iterator
The Future of Workplace Security



Recommended Skills		
Party member	Skill 1	Skill 2
Evan	Cut and Thrust	Floodlight
Roland	Circular Sword	Heavy Ammo
Tani	Burrowing Bolt	Windwhirl
Batu	Strongman Stance	In a Spin
Leander	Gorgon's Needle	Spark Spike
Bracken	Health Hub	Infinite Ammo



Wisdom of the Kingmaker

The key to clobberin' this rampagin' robot is to give it a good hidin' while it's chargin' up its attacks. Once you'v knocked it over, all youer hits will count as critical! Damage-mungous! Oh, and don't forget to keep some MP spare and a Zing gauge or two full so you can stop it from firin' that horrible laser!

BL-Iterator Details

Stats	Lv.	Affinity					Res.	HP
	48		359	359	359	359	257	High	27678
Elemental Resistances								
		20%	0%	-20%	20%	20%		
Status Resistances	Poison	Freeze	Sleep	Confusion	Petrify			
	100%	50%	100%	100%	100%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	63	105	147	210	252	315	357	
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	Light							
Arts of War	Dynamism	Brutality	Untouchability					
Rewards								
Swift Plunderbuss ★★★★★								

Preparation

BL-Iterator is susceptible to Wind damage, so focus on equipping weapons and skills which deal this type of elemental damage. The boss's various beams deal Magic and Light damage, while its direct sword slashes and ball form attacks are considered Physical. Look for well-balanced armor—with properties adding resistance to the Light element being ideal. Brightguard or Blindguard Pendants can further protect you from BL-Iterator's attacks, and Higgledies with the Higgledy Glow skill can even provide a temporary shield that nullifies all Light damage!

Strategy

Don't mistake this mean machine for a simple reskin of the BL-Aster combat droid, as it's gotten quite a few upgrades under the hood. For starters, the BL-Iterator comes equipped with a plasma sword capable of discharging multiple energy waves from a distance; up to three of these projectiles (each targeting a different party member) can be launched from a single sword slash, so be prepared to evade or block whenever the boss swings its sword around.

Like its lesser predecessors, the BL-Iterator can transform into a wrecking ball to close the gap and attempt to bowl you over; expect it to be much more aggressive, however, as it will remain in that form longer and won't pause as often between rolling dashes. Avoid blocking this attack since you'll get knocked down, and instead focus solely on evading sideways as the BL-Iterator rolls your way. Always be prepared to evade twice in rapid succession (especially if the boss is nearby as he changes direction), since there's often very little downtime between dashes.



The BL-Iterator shrugs off ranged attacks while in wrecking ball mode, but smacking it with a melee attack when it briefly stops will knock it down and force it to transform back into robot mode!



Once it's suffered enough damage, the BL-Iterator sometimes performs a rising slash as it transforms into wrecking ball mode. This slash sends out a trio of sword beams in a fan-like pattern, so be prepared to block or evade!

When this cutting-edge combat bot begins gathering energy inside its core, you have a window of opportunity to break the incoming charged attack beam by rushing in and unleashing your most powerful skills. In situations where you can't successfully perform a charge break, get ready to evade sideways just as the BL-Iterator lands from the small hop it performs before firing; if timed correctly, you'll clear the blast and avoid taking any damage.

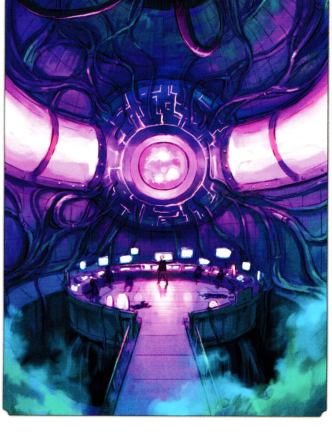
Using ranged attacks to deal some damage from a distance is generally a good idea whenever the boss is outside of wrecking ball form. With that said, try to conserve some MP and Zing gauge to guarantee you'll be able to break BL-Iterator's charged attack beam before it can be fired; that's your chance to deal a ton of damage, so you don't want to miss out on these opportunities! Focus on activating your Higgledies' Special Orders whenever the boss rolls around and isn't focused on you. If you have her in your party, Bracken's Health Hub Ability can prove to be a lifesaver—literally— so make use of it often to keep your party members alive!

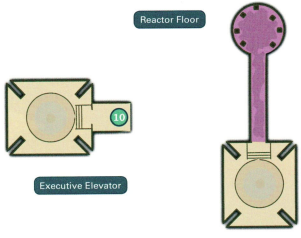
Once its HP pool reaches the 80% mark, the BL-Iterator will roll to the center of the room and launch its 360-degree beam barrage. The boss swivels on its own axis and sends out a deluge of sword beams covering the entirety of the arena; perfectly-timed blocks can negate a lot of the damage, but weaving through and jumping over the projectiles is the best way to avoid losing HP. This is quite tricky to do consistently, so be ready to use healing items if your health gets low! Make sure to retreat to the edges of the arena as soon as this attack begins, as staying close to the middle is a recipe for disaster!



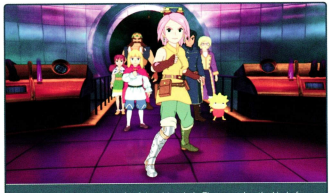
The camera zooms out to give you a better view of the projectiles during BL-Iterator's beam barrage. Weave through the beams with regular movement and evade (or jump) only when necessary!

BL-Iterator will repeat this beam barrage as its HP pool gets further depleted, but this time it'll enter an enraged mode once the attack finishes. You'll know this bad bot is angry when it's glowing red! Once it's enraged, you can expect a double (or sometimes triple!) dose of charged attack beams instead of a single blast as it finishes charging up; evade with the same timing, but be prepared to do it again as BL-Iterator can fire up to two more beams. The boss also becomes even more aggressive when in its wrecking ball form, often changing directions almost instantly and coming after you relentlessly; evade again (up to three times) as soon as it passes by and knock it out of ball form with a melee attack whenever you see an opening! Once BL-Iterator senses it's about to be turned into a scrap heap, it releases all limiters and performs one final beam barrage—evade the attack, then crush this tin can once and for all!



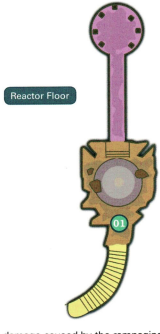


10 With the alarm system out of commission, head toward the door leading to the Executive Elevator and speak with the droid to select your destination. Choose the Reactor Floor option (Roof/King's Cradle is currently unavailable) and approach Zip Vector in the Reactor Control Room to initiate a cutscene. The Memoliths appear to be getting through to Zip, and Bracken delivers the final blow by reminding him of her accident and the special replacement leg he made for her. Doloran's dark influence has been lifted and Zip is back to his old self, but there's no time to celebrate—Bastion makes his appearance and starts tearing down the Treehouse as it climbs toward the roof.



Memories tied to Bracken's fateful accident help Zip remember the kind of person he truly is!

Bastion Unbound 6-4

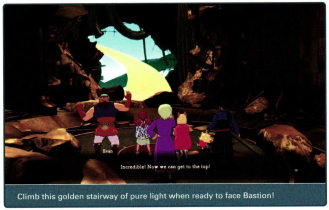


6-4 Bastion Unbound Recommended Lv. 39

Zip may have been restored to his old self thanks to the Memoliths, but his Kingsbond is still gone, and Bastion is still running riot. He's currently on the rampage at the top of the Treehouse, and if Evan and his friends can't calm him down, Broadleaf and all its citizens will be in grave danger.

Objectives

01 Go and find Bastion on the roof of the Treehouse!



Climb this golden stairway of pure light when ready to face Bastion!

01 The damage caused by the rampaging Realmwrecker's ascent prevents the Executive Elevator from taking you to the Treehouse's Roof, but Zip comes up with a novel solution: converting light into solid matter by diverting the Reactor's energy to create a makeshift staircase. Though this plan will result in the destruction of the Perpetual Fission Reactor, President Vector doesn't hesitate for a moment and gives the green light to proceed!

Head to the Executive Elevator and ride it to the Testing Floor if you wish to save your game and make some preparations. When ready to face Bastion, return to the Reactor Floor and climb the golden staircase up to the Treehouse's roof!

Bastion
The Four-Legged Fortress



Recommended Skills		
Party member	Skill 1	Skill 2
Evan	Water Balloon	Floodlight
Roland	Circular Sword	Heavy Ammo
Tani	Burrowing Bolt	Windwhirl
Batu	Strongman Stance	Cannon Shot
Leander	Water Pistol	Water Balloon
Bracken	Health Hub	Infinite Ammo

Wisdom of the Kingmaker



Worried about how to approach an enemy this massive? Well, don't be—focus on the feet and the rest will soon fall into place! Watch for a weak spot, then run in and give it what-for. Once you've done that enough, another weak spot'll appear right underneath his noggin, and you can set about doin' some serious damage!

Bastion Details								
Stats	Lv.	Affinity					Res.	HP
	51	—	367	367	367	367	Immune	67350
Elemental Resistances								
	20%		-20%		20%		60%	-20%
Status Resistances	Poison		Freeze		Sleep		Confusion	Petrify
	100%		100%		100%		100%	100%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	
Recommended Tactic Tweaker Settings								
Affinity	—							
Element & Status	Wind			Fire				
Arts of War	Dynamism			Brutality			Eagle-Eyedness	

Preparation

Bastion's most dangerous attacks deal Magic and Wind damage; look for gear that has strong Magical defense along with Wind resistance to reduce the damage dealt by his lightning bolts. Avoid using weapons and skills imbued with the Light element, since this Realmwrecker is highly resistant to that type of damage. Bastion's weak against both Water and Dark, so Water-based skills and the Dark Backshot Bow from Tainted Monster 14 "Fanger" are quite useful during this battle. Fully stock up on supplies and be sure to bring some Angel's Tears to revive any unconscious party members if necessary!

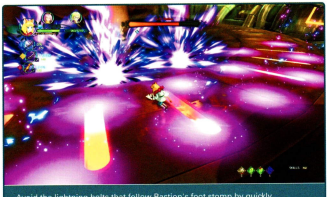
Strategy

The battle against this walking fortress takes place on a circular platform, with the massive Realmwrecker occupying the center of the arena. Bastion frequently stomps the ground with his front legs in an attempt to crush you; this attack generates a series of lightning



You can run around freely, but the camera remains fixed on Bastion's location as you circle around the behemoth.

bolts as the boss's foot slams down. Glowing circles on the floor indicate the point of impact of each bolt, so position yourself away from these circles to avoid being struck. The lightning bolts generated by Bastion's stomps are limited in reach, so you don't have to worry about them while you're attacking his hind legs. Bastion's body will occasionally crackle with electricity; this signals that he'll soon be discharging a cluster of lightning bolts in your direction, so prepare to evade!.



Avoid the lightning bolts that follow Bastion's foot stomp by quickly positioning yourself between the pink, glowing spots!

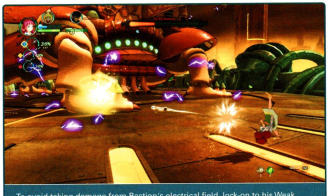
Bastion might be lacking in mobility, but he can make use of the air intake valve on his underbelly to create a vortex and pull you in. Pay close attention to the color of this intake valve as the boss sucks in air, since this determines which of two possible attacks he'll do next. The blue color indicates that Bastion will begin venting steam from the rows of exhaust pipes mounted on both his flanks. This steam burst can only hit you when you're on Bastion's side, and only poses a significant threat while you're busy slashing away at the boss's hind legs; back away to the very edges of the platform as the steam burst is being readied (watch for the blue glow on the intake valve) to safely avoid it. The red color, on the other hand, indicates that a flame blast will soon be released from the intake valve—coating the ground beneath Bastion in flames; keep evading to escape the vortex and get clear of the upcoming inferno.

It's possible to damage Bastion by striking at any part of his body, but focusing your offense on the Weak Spot that appears on his feet proves to be the most effective way to topple this beast. The Weak Spot's location randomly shuffles as the fight progresses, so change position whenever necessary and use Heavy attacks or skills to destroy it; this will send Bastion crashing down and stun him for a moment. A new Weak Spot appears underneath the Realmwrecker's head as this happens, so now's your chance to exploit this Weak Spot's built-in damage bonus by hitting it with your most powerful skills! Bastion will soon recover, and he'll call for support once his HP pool reaches the 70% mark.

Higmakers to the Rescue!

When Bastion summons his flying defense drones, focus on destroying them to release the Higmakers trapped inside! Free enough of these unique sprites and you'll be able to activate their Special Order—transforming the Higmakers into a row of artillery cannons pointed straight at Bastion. These cannons will fire a few volleys and deal a significant amount of damage before disappearing. There's no shortage of defense drones to take out, so keep freeing Higmakers and turning the tables on this redoubtable Realmwrecker!

Bastion's Weak Spot will reappear after you've further reduced his HP pool, and he'll also surround himself with a perpetual electrical field as this happens. Because of this aura, you'll take damage whenever you're near the boss, so make sure to be in good shape before moving in to focus on his Weak Spot with melee attacks. Bastion will become more aggressive from this point onward, but he won't gain access to any new attacks—stick to the same tactics and keep summoning Higmaker cannons to deplete his remaining HP supply. You'll soon have Bastion on the ropes, but he's not going to go down that easily!



To avoid taking damage from Bastion's electrical field, lock-on to his Weak Spot and use dash shots from a distance to take it down!



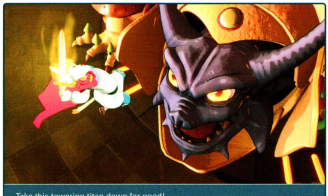
Fully depleting this resilient Realmwrecker's HP pool still won't be enough to put him out for the count. A cutscene automatically triggers and Bastion comes back to life… only this time, he's gone berserk and is bursting at the seams with energy! The focus switches to survival at this stage, since Bastion is invulnerable to all attacks; you simply need to hold out until another cutscene triggers.

Evan's heroic refusal to run away strengthens his bond with Lofty—allowing the pint-sized Kingmaker to finally assume his true form. The now much larger Lofty keeps Bastion restrained, but you'll need to somehow gain access to the out-of-reach Weak Spot at the top of the boss's head to finish the fight. Zip provides a solution by using the last of the Reactor's power to generate a series of platforms allowing you to climb up to Bastion's head. You'll have to deal with lightning bolts raining down on the platforms as you make your way up, though. The lightning bolts don't cover the entirety of a platform, so this gives you a bit of room to maneuver as you try to avoid getting knocked down. Locking on to the defense drones and taking them out with ranged attacks can also reduce the chances of falling, so it's well worth doing.

You'll have to pick up the pace as you ascend further, since the platforms will start disappearing after a brief period. Pause for a moment as you arrive at the section comprised of three rows of platforms—some of these will dissipate if stepped on, which forces you to start over from the beginning. (The difficulty will get toned down if you fall a few times, so don't worry if you're initially having trouble!) The real path will reveal itself shortly, so make your way across and reach Bastion's head to take this towering titan down for good!

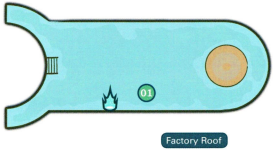


This is the path you need to navigate once you reach the three rows of platforms during the final portion of the fight!



Take this towering titan down for good!

6-5 Broadleaf Joins the Union



Factory Roof



01 Bastion has been pushed back and the Treehouse as well as its inhabitants have been saved, but the Perpetual Fission Reactor that was the object of Zip's obsession had to be sacrificed in the process. Although he doubts his suitability as leader of Broadleaf, the nation's people rally behind Zip and make their voices heard loudly and clearly: President Vector is here to stay!

Now that things have settled for a moment, Evan finally gets the chance to ask President Vector to join the union and help further his cause of creating a peaceful world; Zip agrees and all that's left is to sign the contract! Activate the Cradle of Wisdom trip door, then speak with President Vector to form an alliance with the newly rebooted nation of Broadleaf!



Bracken officially becomes a permanent party member!

Chapter 7
A Traitor in our Midst

All Aboard the Zippelin 7-1

New Sidequests Available!			
No	Name	Sub-Chapter	Page
069	Daphne, Glaucus's Biggest Fan	7-1	348
070	Sense and Sensibilities	7-1	348
071	Thetis, Medicinal Merperson	7-1	349
072	Chip the Child Prodigy	7-1	349
073	Oz Wants Out	7-1	350
074	Price's Delayed Delivery	7-1	350
075	Kent, the Magical Ore Analyst	7-1	351
076	An Upgrade for Andy	7-1	351
077	Kimmy, the Cool-Headed Cop	7-1	352
078	Bot on the Run	7-1	352
079	Candy, the Spirit-Seeker	7-1	353
080	The Search for Eternal Youth	7-1	353
081	Brodie's Last Big Job	7-1	354
082	Rumpel, the Village Vet	7-1	354
083	Lady Forget-a-Lot	7-1	355
084	Head-to-Head in Hydropolis	7-1	355
085	Green Fingers, Idle Hands	7-1	356
086	Bulking Up Batu-Style!	7-1	357
087	Do You Believe in Higgledies?	7-1	357
088	A Matter of Taste	7-1	358
089	At The Cutting Edge	7-1	358
090	Tyran 4 Evermore	7-1	359
091	The Great Higgledy Hunt	7-1	359
092	Big Unveiling in Broadleaf	7-1	360
093	New Model Armor	7-1	360
094	Seeking Superior Weapons	7-1	361

7-1 All Aboard the Zippelin

Recommended Lv. 40

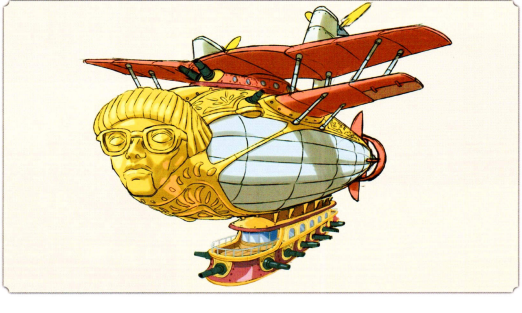
The sound of engines approaches Evermore, and the friends look up to see President Vector approaching in the Zippelin. It seems he wants to give it to Evan as a goodwill gesture, and while it will certainly make traveling around a lot easier, Zip's face being plastered all over the front is a bit of an issue. ...

Objectives

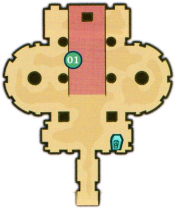
01 Remodel the Zippelin!
02 Give Zip a ride back to Broadleaf aboard the all-new Zippelin!

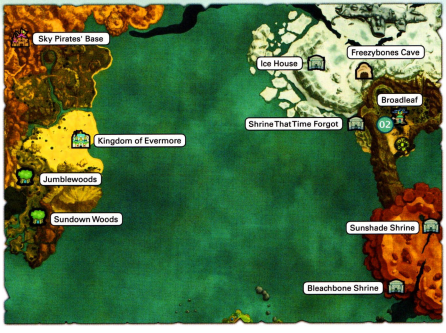
7-1 Recommended Optional Activities	During Objective	More Info
Completing Side Quest 089 will unlock Side Quest 080 which can be completed to recruit Krystal.	01	P.358, P.353
Start Side Quest 094 and one of the objectives will point you to Brody. Complete Side Quest 081 for him, and he'll glady join your kingdom.	01	P.361, P.354
By helping the robo-chef prove the virtue of a well-cooked meal in Side Quest 088, you'll obtain the "Brain Fuel: How to Eat Smart" Cook Book.	01	P.358

01 02 Back at Evermore, Roland is seen engaging in clandestine dealings with a suspicious robed figure, though the identity of this individual and the purpose of the meeting both remain shrouded in mystery... Bracken is appointed Minister of Ingenuity, while the subject of Ding Dong Dell and the signing of the Declaration is brought to the forefront; the Horned One's resurrection is drawing nearer, and the world must be united to face the looming threat!



Evermore Throne Room



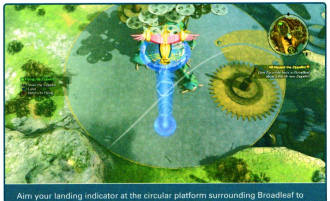


Leander wishes to bring some other important matters to the table, but Zip interrupts the announcement by making a grandiose entrance aboard his airship. Having finished repairing the damage caused by Bastion over at Broadleaf, President Vector decides to lend a helping hand by giving you free, unrestrained access to the new and improved Zippelin! There is one small issue, however—the gigantic bust of Zip's face mounted to the front of the airship is of… questionable taste to say the least. Thankfully, this is nothing a little remodeling work can't fix! Speak to your party members in the throne room for some optional dialogue if you wish, then exit Evermore and interact with the Zippelin parked next to your kingdom to let Bracken do her thing. Once the modifications have been completed, it's time to take the remodeled Zippelin out for a spin!



Press and hold ⓡ to engage the Turbo Boosters! There's no meter or gauge limiting how long you can keep these thrusters activated, so don't hold back whenever you're feeling the need for speed!

Zip needs a ride back home, so this presents the perfect opportunity to get a feel for the Zippelin's handling. You won't be able to disembark wherever you wish until Zip has been dropped off, however, so plot a course toward Broadleaf; press ⊗ and aim the landing indicator at the circular platform surrounding Broadleaf to land and see Zip off.



Aim your landing indicator at the circular platform surrounding Broadleaf to bring Zip home!



After returning Zip to Broadleaf, you can resume Leander's discussion in Evermore.

Leander breaks the News 7-2

7-2 Leander breaks the News

Recommended Lv. 40

Now that Zip's interruption is over, it's time for Leander to make the announcement that got put off by the disturbance—and judging by his expression, it's not good news. Roland and Batu don't seem to know anything about it either. What exactly could it be? Time to head to the throne room and find out.

Objectives

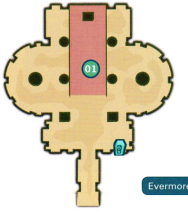
01 Head back to the throne room in Evermore and listen to what Leander has to tell you!

7-2 Recommended Optional Activities	During Objective	More Info
Trade in 27 ToG at the Taskmaster to gain access to Side Quest 079 and recruit Candy.	01	P.353
Side Quest 069 will also be available in the Taskmaster's Scout New citizen list if you've completed Side Quest 045.	01	P.348
Cindy May needs your assistance! If you pick up Side Quest 078 and kill Tainted Monster 26 for her she'll happily join Evan in Evermore.	01	P.530
Helping Cindy May will also add Side Quest 077 to the Taskmaster's Scout New Citizens menu.	01	P.352
Side Quest 085 is available now, and the four-leafed soreaway you get as a reward can be used to help complete Side Quest 037 and recruit Tiller.	01	P.356, P.335
Seek out Pontus, the client of Side Quest 044, in Hydropolis once you've upgraded your Everyday General Store to level 3, and you can easily purchase most of the materials required for his quest.	01	P.339
Now that you have free reign over the Zippelin you can fly to Crackskin Cave in the Drylands to complete Side Quest 042 and have Keely move to Evermore.	01	P.338
By researching the Rejuvenate spell at the Evermore Spellworks, you can complete Side Quest 051 and recruit Speio.	01	P.341
You should be strong enough to defeat Tainted Monster 24 "Dampo" now, so pick up Side Quest 053 and defeat it to satisfy Lycorias who will then join your kingdom.	01	P.528
If you have 50 citizens at this stage, and you've also built 35 facilities, be sure to upgrade your kingdom to level 3.	01	P.116
Now that your kingdom has grown even further, it's now possible to upgrade your production facilities to level 4 and research level 5 development topics.	01	—
Acquire a piece of Knight's Brocade for 20 ToG at the Taskmaster and fly to Death's Door southwest of Sunrise Shore to offer it at the Higgledy Stone.	01	P.641
Eight new citizens can be recruited by completing Side Quests 070-076, at this stage.	01	P.348

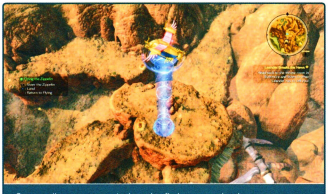
01 With this matter resolved, Leander suggests returning to Evermore where he wishes to make an important announcement. Call the Zippelin and fly back to your kingdom, or teleport directly there. Now's a good time to explore the world map if you're feeling adventurous, as a number of previously out-of-reach optional locations just became accessible.

Wisdom of the Kingmaker

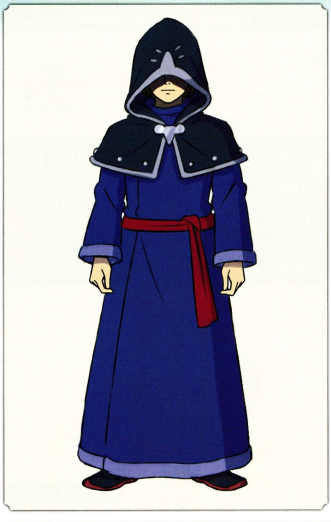
Yur, why not take that fancy new airship of youers on a treasure-chest-huntin' trip around the world? There's loads of goodies stashed in them things, mun! Oh, but don't forget to get youer Spellworks up to Level 3 and research the Spring Lock spell first, otherwise them blue boxes'll be no good to you! If you want to see where all the chests are, get on over to P.596 and take a look



Evermore Throne Room



Scour earlier areas, as you're bound to find some previously inaccessible goodies!



Once you're ready to progress, return to Evermore and head to the throne room. You won't be able to play freely for the remainder of this chapter once you've spoken with Leander, so only proceed when you're absolutely certain you wish to continue on with the story.



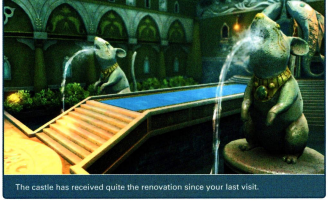
Something suspicious is happening in Evermore, and Leander wants to get to the bottom of it!

Leander calls a meeting and informs the group that some of the kingdom's resources have lately gone missing, and that a traitor is likely hiding in their midst. Batu suggests a gathering to further discuss the matter, but Roland suspiciously declines to attend.

Batu decides to trail the Chief Consul and catches him meeting with the robed figure again—though this time, the talks concern Roland's allegiance to Evermore. Batu calls him out in front of all the others, but Roland denies the allegations and leaves Evermore. As soon as he steps foot outside, he's accosted by an agent of Ding Dong Dell and is informed that King Mausinger wishes to meet with him to discuss an offer of employment…

7-3 Betrayal

01 You take control of Roland as he arrives at Ding Dong Dell Castle. King Mausinger awaits your presence in the Throne Room, but feel free to speak with the castle's various guards and servants to get an idea of how much things have changed since Mausinger seized the crown. There's not much room for sightseeing otherwise, so head directly to the Throne Room when you're ready to progress, and approach Mausinger to trigger a conversation.



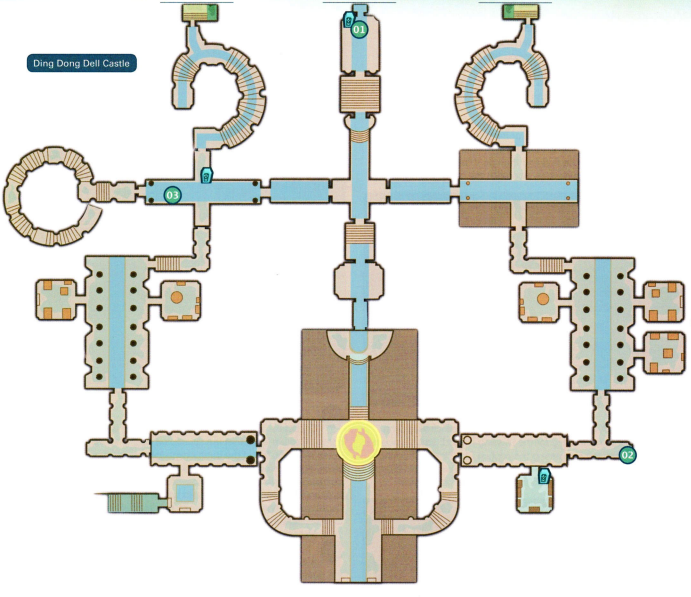
The castle has received quite the renovation since your last visit.

7-3 Betrayal — Recommended Lv. 40

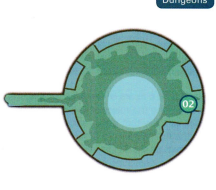
It seems that Roland has been giving away Evermore's precious resources—and worse, its secrets—and has sold his allegiance to the usurper Mausinger. Could all his talk of helping them make a better world with the Declaration have been lies? Was he only in it for his own benefit? Evan has suffered a terrible betrayal…

Objectives

01 Head in for your audience with King Mausinger!
02 Take Mausinger's "Test" in the dungeons of Ding Dong Dell Castle.
03 Deliver Chancellor Vermine's message to Captain Buck!
04 Head into the room at the top of the stairs!


Ding Dong Dell Castle
01
02
03


Evan's Room
04


Dungeons
02

Mausinger has been keeping an eye on Roland for a while now and believes that they can work together going forward. Roland states his terms: he wants both power and money—and if Mausinger is willing to deliver, then Roland is willing to give him what he wants in return. King Mausinger requires Roland to prove himself first, however, so he's devised a little test in the castle's dungeons to see if his loyalties are truly as fluid as they seem.

02 The castle is now mostly open for you to explore, though you won't find any hidden chests or items to collect. Head to the dungeons when ready; the simplest way to reach this area is to head back to the Entrance Hall and then go through the eastern door. Once inside the dungeons, approach the cell in the back to



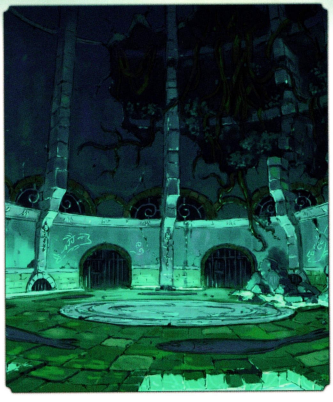
Some of the Mouse Soldiers haven't forgotten the beating that Roland gave them during Mausinger's coup!

trigger an event. Khunbish was captured as he was circling Ding Dong Dell's airspace looking for the missing Roland, so Mausinger's devious test involves eliminating the captive Sky Pirate. Shockingly, Roland has no trouble obliging and uses his Sidearm to cold-bloodedly gun Khunbish down—much to Mausinger's satisfaction!



Back at Evermore, the group is worried about Roland and the missing Khunbish since they've been gone for days...

Mausinger asks Roland if he's heard of the Mark of Kings: a pendant passed down among the rulers of Ding Dong Dell. This royal heirloom doubles as a key that grants access to certain locations—most notably, the nation's King's Cradle and a backdoor entrance to the city known as the Kingsway. Mausinger wants to get his hands on it, but after searching every nook and cranny it still eludes his grasp. Roland mentions that the Mark of Kings currently rests around Evan's neck, and that he can acquire it—given the right resources.



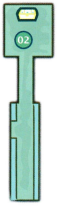
03 Chancellor Vermine asks Roland to inform a Mousekind soldier named Captain Buck that the scheduled council of war has been postponed. You'll find the dutiful captain in the castle's eastern block, above the entrance to the dungeons. There's new dialog to be heard by speaking with the castle's inhabitants, so you may want to spend time mingling with them before proceeding. Speak with Captain Buck and Roland will throw in a special request of his own: the reassignment of the castle guards currently patrolling the east and west blocks to the castle's exterior instead.

04 A cutscene depicts Roland using the opportunity created by the guards' revised patrol routes to sneak into Evan's former chambers. Head up the stairs and approach the door to Evan's Room to trigger another cutscene. The door is locked, but Roland came prepared—making use of a tiny creature called a Locketyclicker to create a makeshift key and open the way.

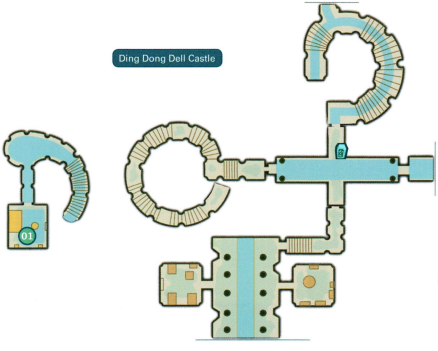

Roland sneaks past the guards, albeit a bit too easily...

The Mark of Kings 7-4

Ding Dong Dell Castle — Secret Room



Ding Dong Dell Castle



7-4 The Mark of Kings

Recommended Lv. 40

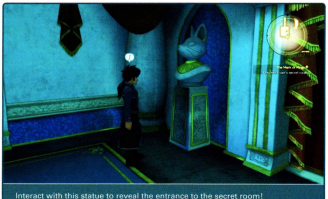
The real reason Roland has gone to Ding Dong Dell is in fact to retrieve the Mark of Kings; a symbol handed down from one ruler of that realm to another, and with which safe passage into the city can be gained, and certain secret areas accessed. But given its incredible importance, Mausinger is probably looking for it too...

Objectives

01 Uncover Evan's secret room!
02 Look for the Mark of Kings in Evan's secret room!

01 **02** Following a flashback scene, interact with the cat statue to the left of the window; this will reveal the entrance to the secret room. Approach the ladder to automatically climb down, then head toward the chest open it; this chest contains a powerful Starfall Sword originally meant to help Evan escape in case of emergency, along with precisely what Roland was looking for: the fabled Mark of Kings

A series of cutscenes play out; Mausinger saw through the deception and used Roland to lead him straight to the Mark of Kings. Trapped and with nowhere to run, Roland uses a special Higgledy Flash Bomb in combination with a pair of protective glasses to briefly stun his assailants and make his escape!

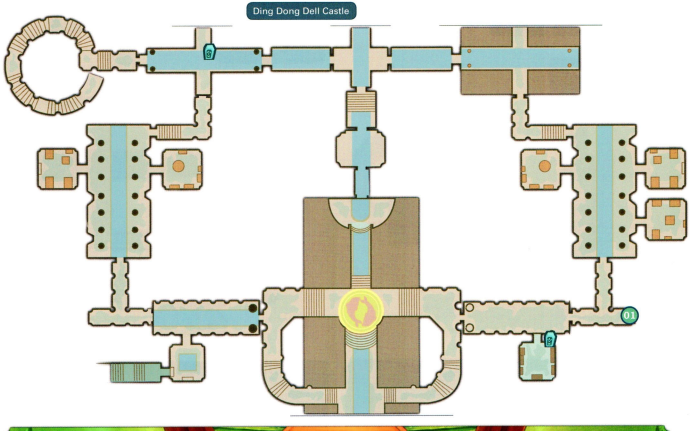


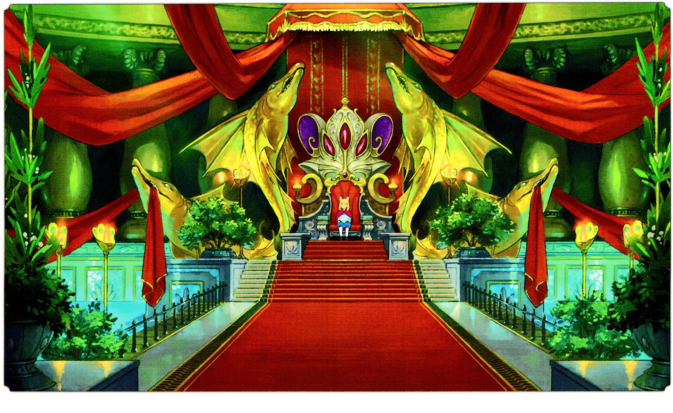
Interact with this statue to reveal the entrance to the secret room!



The distinctive purple aura surrounding Chancellor Vermine can only mean one thing...

7-5 The Mark of Kings





7-5 The Mark of Kings

Recommended Lv. 41

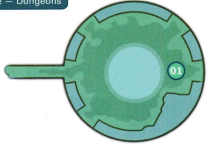
Mausinger sees through Roland's plan, and calls his bluff. His deception uncovered, Roland is forced to use the various gadgets Leander gave him in order to avoid swift and brutal reprisals. Luckily, he has the Mark of Kings already, so he only needs to free Khunbish before making good his escape.

Objectives

01 Go to the dungeons and set Khunbish free!
02 Listen to what Roland has to say for himself!

01 The castle is on high alert and swarming with mouse soldiers, Captains, and Sorceresses. You need to head to the dungeons to free Khunbish before breaking out of Ding Dong Dell and returning to Evermore. Take a moment to rest at the nearby waystone and equip the best gear you have available on Roland; it's worth noting that you can also swap out gear from your other party members if needed.

Ding Dong Dell Castle — Dungeons



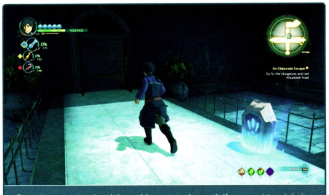


The Starfall Sword acquired during the previous events is quite powerful, so be sure to equip it!

Wisdom of the Kingmaker

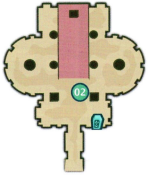
Cor, I wasn't half worried there for a second! Talk about cunnin'! Anyway, if youer lookin' to go in all gung-ho and have at the guards head-on, I'd use that Starfall Sword and youer Flatliner and Circular Sword abilities. Oh, and if you want an MP top-up, get back to the waystone after wallopin' the first group of guards, en't it!

You can opt for the direct route and storm straight through the castle's central hallway and into the Entrance Hall, but you'll face stiffer opposition—including some mouse captains and sorceresses. Alternatively, you can sneakily avoid the heavily defended areas by going north, around the castle's perimeter, before going through the east block leading to the dungeons. You'll only encounter a few groups of weaker mouse soldiers by choosing this route, so it's by far the safer of the two options.



From the waystone, head down this route to the north if you want to minimize the amount of fighting you'll have to do before reaching the dungeons!

Enter the dungeons and approach Khunbish's cell to trigger a cutscene. The fake bullets used to shoot Khunbish placed him in a state of suspended animation, so Roland uses a custom gadget (that looks like a tiny robot version of Lofty!) to release a special gas and reanimate him. Mausinger and his troops are hot on their heels and will be there at any moment, forcing Roland to shove a Ribbity-Drop down Khunbish's throat before swallowing one himself; this transforms both of them into frogs small enough to escape through the nearby sewer grating. Quite ingenious!



Evermore Throne Room

02 Back at Evermore, Evan has managed to piece together Roland and Leander's cunning deception—though Batu still has no clue as to what happened. The details of their performance are revealed, and Roland finally makes his return to Evermore. Hear what your party members have to say if you wish, and speak with Roland when you're ready. He unveils the reason for this entire charade to Evan and entrusts him with the Mark of Kings. With this precious pendant back in Evan's hands, the Kingsway can now be opened, and the group can infiltrate Ding Dong Dell undetected!

8-1 Homeward Bound

New Sidequests Available!

No	Name	Sub-Chapter	Page
095	Da Xing, the Haughty Herbalist	8-1	361
096	Yip-Yip, the Master Tailor	8-1	362
097	Mylas's Big Adventure	8-1	362
098	Ladies Love Fabulous Phorkys	8-1	362
099	Hipponoe, the Shy Artist	8-1	363
100	Sybilla, the Decisive Diver	8-1	363
101	Drew, the Capable Cop	8-1	363
102	Eli, the Dapper Designer	8-1	364
103	Brooke, Committed Careerist	8-1	364
104	Briana, Bold Weapon Designer	8-1	364
105	Francine, the Impresario	8-1	364
106	The World's Best Buyer	8-1	365
107	Furnest, the Inscrutable Author	9-1	366
108	Wolf-Poker Incarnate	8-1	366
109	Return to Sender	8-1	367
110	Drakon in Distress	8-1	367
111	Three-Minute Steaks	8-1	368

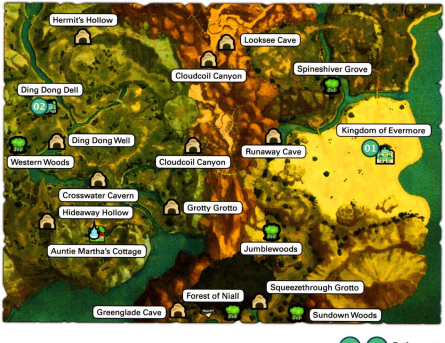
8-1 Homeward Bound

Recommended Lv. 42

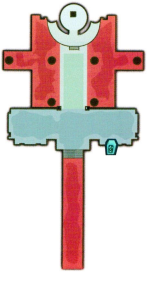
Thanks to Roland's fiendish scheme, the friends now have the Mark of Kings, and can use the Kingsway to enter Ding Dong Dell undetected. But before going to Mausinger and trying to convince him to sign the Declaration, Evan wants to speak to the people and see what they really think of life under the mouse king.

Objectives

01 Head for Ding Dong Dell aboard the Zippelin!
02 Use the Kingsway to enter Ding Dong Dell!
03 Listen to what the people of Ding Dong Dell have to say.
04 Speak to the shop assistant at the Hootique!
05 Deliver the goods to Shadow!
06 Tell Crumbles back at the Hootique that your delivery is complete!



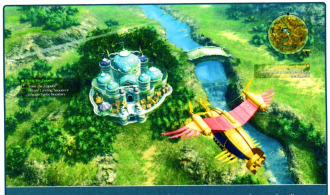
Evermore Throne Room



01 02 Before attempting to convince Mausinger to sign the Declaration, Evan wishes to see how the people of Ding Dong Dell are faring under the Mouse King's rule. He also intends to learn more about how his father, the late King Leonhard, was perceived in the hopes of better understanding the circumstances that led to his assassination. To do so, the group plans to infiltrate Ding Dong Dell by using the Zippelin to stealthily bypass the guards stationed in front of the city's outskirts, before landing and sneaking in through the Kingsway.

Speak to your party members if you wish, then exit Evermore and board the Zippelin; you can also teleport to the Rolling Hills trip door to save a bit of time. Land at the objective marker (next to Hermit's Hollow) northwest of Nogo Plateau and proceed on foot along the river until you reach the bridge leading to Ding Dong Dell's backyard. Approach the city and an event will trigger where Evan uses the Mark of Kings to open the Kingsway—head inside this newly-opened passage to enter Ding Dong Dell.

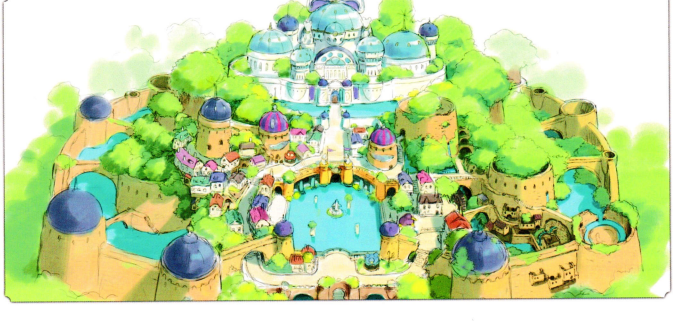
8-1 Recommended Optional Activities	During Objective	More Info
If you've completed all previously recommended Side Quests, a total of six new citizens become available at the Taskmaster and you'll need 188 ToG to acquire all of them.	01	—
It's now also possible to complete all three Unique Errands necessary to make Side Quest 095 appear in the Taskmaster's Scout New citizens list and recruit Da Xing.	01	P.361
You'll find two new citizens to recruit in Hydropolis by completing Side Quests 097 and 099.	01	P.362
You can enlist Brooke to your armies by completing Side Quest 103 if you've been diligently staffing up with female Skirmish Unit leaders.	01	P.364
A shopkeeper in Broadleaf needs your help, and finding Morgan provides the solution! Complete Side Quest 106 to recruit her to your kingdom.	01	P.365
If you've previously killed Tainted Monster 17 "Grimpopo", use the Giant's Bow you've acquired from it to defeat Tainted Monster 28 "Grynid".	01	P.532
Further developing your kingdom is starting to get expensive, so consider building the Institute of Higher Innovation to make things cheaper and more efficient!	01	P.146
Building the Officer's Training Ground facility can make progression easier by researching methods to further improve EXP gain.	01	P.145
The mysteries that lie behind Dreamer's Door 06 prove far too enticing to resist at this point; consider entering the Dreamer's Maze in the Sublime Shrine to gain some EXP and gear as well as obtain another Dream Fragment in the process.	01	P.654

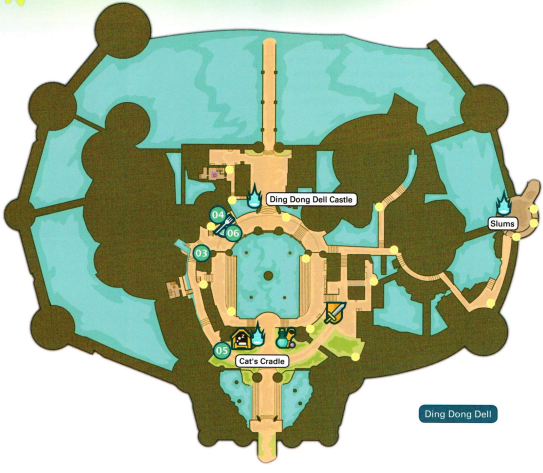


You can fly directly through Ding Dong Dell's airspace to reach your landing point since the improved Zippelin is as quiet as can be!



Guards from Ding Dong Dell patrol the kingdom's outskirts and are shown as red dots on your map. You'll be forced to turn around if you approach their position, but don't worry, there's no actual risk of getting spotted.





03 Things certainly seem peaceful at first glance, but Roland had heard reports of an underground slum where all the city's Grimalkin were being forced to live under miserable conditions. You'll need to speak with three key citizens to gather information on the kingdom's current state of affairs: The first is a plainspoken young woman near the Hootique, overlooking the fountain directly up the stairs from your starting location; the second is an uncertain young man next to the Cawtermaster's Store, northeast of the Royal Parade; the third and final is a weathered old fellow next to the Cat's Cradle. It appears that Mausinger's rule has improved the quality of life for the majority of Mousekind, but worryingly, Grimalkin citizens are nowhere to be seen…

04-06 While the group is busy discussing these findings, Crumbles, the lady working at the Hootique, calls for your assistance. Speak with her and she'll request that you deliver a sardine sandwich to a Grimalkin customer named Shadow; there was an incident and the poor youngster ran off without his lunch—after already having paid for it! She promises a reward if you complete the delivery, so make your way south toward the Cat's Cradle.

You'll find Shadow cowering under a tree left of the Inn; speak with him to hand over the Sardine Sandwich and he'll share details about the many hardships endured by catfolk since Mausinger seized the throne. Return to Crumbles at the Hootique to inform her that the delivery has been completed and to claim your very own Sardine Sandwich as reward!

Wisdom of the Kingmaker

The weapons round by yur might be a bit on the pricey side, but they're worth a visit to the Cawtermaster's Store for anyway—the monsters down the Old Well are proper feisty, mun! Oh, and if you en't got a few already, grab a nikaway necklace or two, otherwise them voogoos'll give you no end of trouble!



Activating either the Cat's Cradle or Ding Dong Dell Castle trip doors allows you to return to Ding Dong Dell without having to sneak your way in every time!

A Species Oppressed 8-2

8-2 A Species Oppressed

Recommended Lv. 46

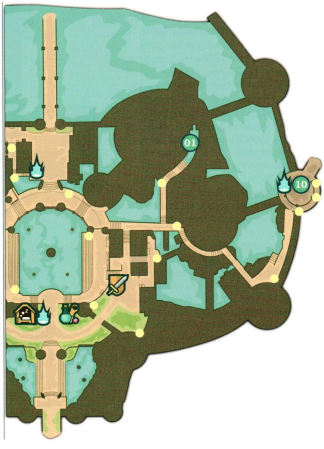
The members of mousekind Evan speaks to are happy to be free of the discrimination they suffered when the grimalkin were in charge. Unfortunately, the grimalkin can no longer walk the streets without fear, and have mostly fled to a slum in the sewers. The friends try to find a way down there without being detected.

Objectives

01 Head through the Old Well to the slums where the grimalkin have been living.
02 Light all three braziers!
03 Head through the Old Well to the slums where the grimalkin have been living.
04 Light all three candlesticks and make your way onward!
05 Head through the Old Well to the slums where the grimalkin have been living.
06 Light all three candlesticks and make your way onward!
07 Go and see who's crying out for help in the Old Well!
08 Defeat the Queen of the Dawn!
09 Head through the Old Well to the slums where the grimalkin have been living.
10 Listen to what the inhabitants of the slums have to say.



Ding Dong Dell



01 You'll have to take a detour through the city's Old Well in order to reach the underground slums, as the guards stationed outside prevent anyone from leaving or entering; the Old Well's entrance can be accessed by going down a few sets of stairs in the north-eastern part of the city. Disregard the wooden signboard warning of a rampant monster infestation and enter the Old Well;



Just as the warning sign claimed, the Old Well is infested with monsters!



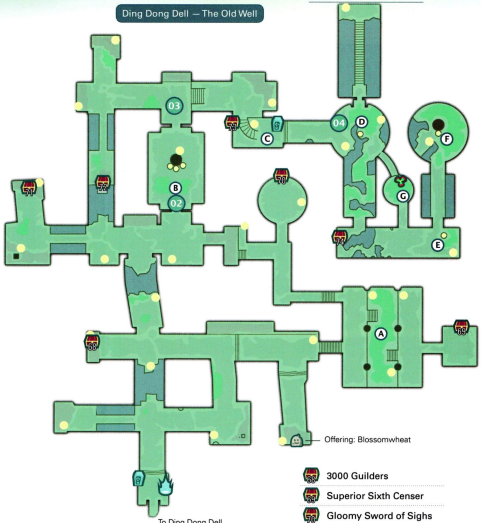
Be sure to evade the voogoo's slime spit, since it can inflict the nix status ailment and temporarily prevent you from using skills.

unfortunately, the warning was well justified, as this abandoned aqueduct has fallen into disrepair and is now crawling with enemies. Begin by activating the Old Well trip door and resting at the waystone.

The skelepaladins introduced in the Old Well are tougher versions of the skeleplasms you should be well familiar with at this point. The biggest difference between both types is the addition of a rushing flurry attack to the skelepaladin's offensive repertoire; the forward momentum and relentless nature of this new attack makes it highly dangerous, so evading away multiple times is your best option. Blocking can mitigate some of the damage when there's no room to run, but you won't be able to put up your guard after getting hit. The big swing that closes out the rushing flurry always leaves the skelepaladin vulnerable, so strike the monster at this point to knock it down!

You'll encounter many broken walkways and dead ends as you journey through the Old Well, though quite a few of them (which this section points out) lead to valuable items that are well worth grabbing. Proceed to **Position A** (taking a slight detour west at the second intersection to grab Red Chest 68) and offer a Blossomwheat to the Higgledy Stone as you near your destination. Clear out the monsters and grab Red Chest 69 from the small chamber to the east of **Position A** before heading toward **Position B**. Along the way, you'll encounter a hefty jelly flanked by a few other monsters guarding Red Chest 70; be sure to defeat them and loot this chest as it contains a powerful Gloomy Sword of Sighs that boosts the MP restored by your melee attacks!

Ding Dong Dell — The Old Well

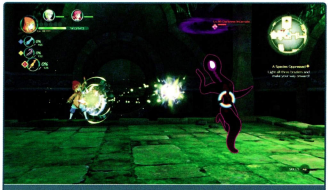


- 3000 Guilders
- Superior Sixth Censer
- Gloomy Sword of Sighs
- All-Be-Gone
- Zappy Gaudy Galoshes
- Tranquilium Nugget
- Four-Leafed Soreaway

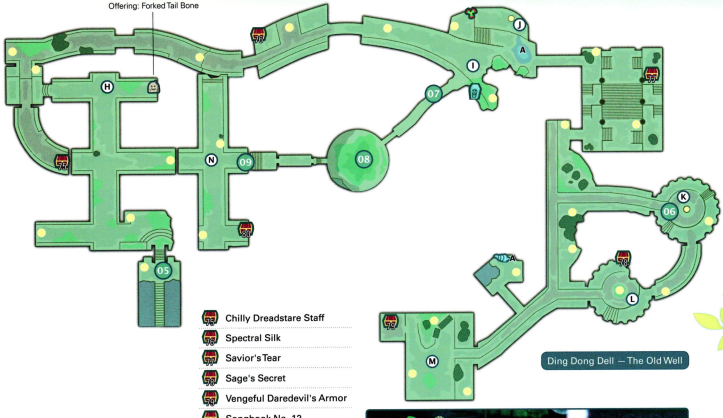
Wisdom of the Kingmaker



Listen up! There's a door or two that youell need to cast Kindle on a load of nearby braziers to open. Might seem simple at first, but each one only stays lit for a certain amount of time—it's carved into the base if you want to check. Anyway, no worries if you don't get the knack of it the first time. You can try as many times as you like, en't it. And if you know you've fluffed it up, just go up to a brazier you've already lit, and youell get the option to reset 'em all and have another go.



Keep an eye out for darkness incarnates as you proceed through this area. Like many of the monsters dwelling in the Old Well, they're weak against Light-based attacks—use this to your advantage and swiftly dispatch them to obtain some useful materials!



Ding Dong Dell — The Old Well

02 **03** Arriving at **Position B**, a short scene will play out and you'll need to cast the Kindle spell on all three braziers surrounding the large statue of Evan's ancestor (whom fans of the first game will instantly recognize!) in order to unlock the gate and progress further into the Old Well. You have 15 seconds to accomplish this, but all three braziers are next to each other so there's plenty of time. Once you've opened the gate, step through and head west to grab the pair of Zappy Gaudy Galoshes from Red Chest 72—though be careful as the group of monsters roaming about can prove dangerous.



Lighting these first braziers is a simple task, but later sets will become increasingly more spread out.

04 **05** Proceed to the waystone at **Position C** and save your game before clearing out the enemies at **Position D**. Three more braziers at **Positions D, E, and F** need to be kindled before you can progress further north, but accomplishing this will require a bit more effort than last time. Avoid lighting any of the braziers for now, and make your way toward **Position G**; cast Wind-Whipper on the Prop-Leafed Clover, then head to **Position F**. You'll only have 25 seconds to do this, so Kindle the brazier at **Position F** before immediately firing up the brazier at **Position E**. Next, ride the shortcut created by the gust of wind at **Position G** to quickly reach the last remaining brazier at **Position D**; it'll be close, but you should make it with a few seconds to spare!



Jump to elevated sections while fighting groups of skelepaladins and skel-eplasms; their melee strikes won't be able to reach you, so use ranged attacks to reduce their numbers before hopping down and finishing off the stragglers.

06 Pass through the newly-opened gate and proceed toward **Position H**; the nearby Higgledy Stone requires a Forked Tailbone as an offering. You're unlikely to have one at this stage, so you'll simply have to return here later if that's the case. Grab the Chilly Dreadstare Staff from Red Chest 75 before continuing further ahead to **Position I**.

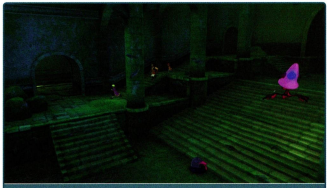
Once arrived at **Position I**, you'll have to light the three nearby braziers at **Positions J, K, and L** to reach the person crying out for help from beyond the locked gate. You'll only have 45 seconds to accomplish this, so clearing out the monsters near **Positions K and L** before lighting any of the braziers is essential to avoid wasting time. Begin by resting at the waystone, then move toward **Position L**—making sure to take out the monsters encountered along the way. It's highly recommended that you visit the optional room at **Position M** to acquire a suit of Vengeful Daredevil's Armor from Red Chest 79, before riding Puffer Whelk A back to your starting point.

Cast Wind-Whipper on the Prop-Leafed Clover near **Position J** then light up the brazier resting atop the newly-accessible elevated platform. Drop down from this platform and immediately head toward **Position K** to kindle the second brazier before firing up the third brazier at **Position L** to unlock the gate. Ride Puffer Whelk A back north and save your game.

07 08 This is your chance to prepare before the upcoming boss fight, but keep in mind that there's no trip door capable of bringing you back to this precise location if you choose to teleport out for supplies; the braziers will remain lit throughout the Old Well, however, so you can simply run past the majority of monsters and quickly return to this spot. When ready, enter the now-unlocked gate next to the waystone and head into the abandoned chamber to discover the source of the cries for help!



After lighting the brazier at Position J, drop down from the elevated platform and immediately head through this door…



…then stick close to this wall as you cross the large room leading toward Positions K and L in order to avoid getting drawn into a fight with the monsters roaming near the center.

Queen of the Dawn
Implacable Empress of Imps

Queen of the Dawn Details								
Stats	Lv.	Affinity					Res.	HP
	55		243	412	495	412	412	High	38786
Elemental Resistances								
	20%		20%		20%		20%		20%
Status Resistances	Poison		Freeze		Sleep		Confusion		Petrify
	60%		100%		100%		100%		100%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7		
	—	—	—	—	—	—	—		
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	Water			Wind			Fire		
Arts of War	Dynamism			Eagle-Eyedness			Untouchability		
Rewards								
Knockout Redeemer's Sword ☆☆☆☆								

Wisdom of the Kingmaker

This queen en't without her subjects, you know! Nah, mun, got loads of little fairy helpers, she has, and they can be proper annoyin' if you don't get rid of 'em quick! Still, they don't have much HP, so use a nice wide-area attack like Roland's Flatliner, or clobber 'em with light attacks to build up youer MP and Zing gauges, en't it!



Preparation

The Queen of the Dawn is resistant to all elements and outright immune to status ailments, with the exception of Poison. As such, weapons with a chance to apply Poison can prove particularly effective during this fight. This boss deals purely Magic damage augmented with various elemental damage types, so focus exclusively on Magical defense when choosing armor. Purchasing Big Cheese Cakes from Pepper's Pop-Up Beanery in Broadleaf allows you to raise your elemental resistances across the board and is recommended.

Strategy

This mischievous monarch wields powerful magical abilities and isn't shy about summoning the myriad of pixies under her command to overwhelm her enemies. The battle begins with the Queen of the Dawn already flanked by two minions, but she'll immediately bolster her ranks by calling forth an additional group of four. On their own, these pixies are easy to deal with and only prove to be a minor annoyance, but the Queen herself won't be sitting idly by while you deal with them.

Her main threat comes in the form of the homing mystic spheres she launches before teleporting to reposition herself; these spheres deal a lot of damage in addition to knocking you down, so keeping track of the Queen's location by using the right analog stick (or Locking-On) is imperative. Remembering to always do this can allow you to see the spheres coming and gives you a chance to evade them just before they reach you. Watch out if the boss prepares to launch a mystic sphere when you're next to her! Evade away immediately, since the sphere will instantly explode and generate a large explosive blast that can easily catch you off guard if you're not paying attention.



The Queen of the Dawn's favorite attack is the homing mystic sphere that she continually bombards you with during the fight...



...this sphere detonates on impact and creates a large explosive bubble capable of dealing damage to anything it touches. Evade sideways or directly through the sphere just as it approaches!

The Queen will keep calling new pixies to replace the ones you've killed, and there's no shortage in sight; try to find a balance between focusing on the boss and taking out her minions to avoid being constantly attacked from all sides. Take advantage of the Queen's minions to refill your MP and Zing gauges by closing in and

Recommended Skills

Party member	Skill 1	Skill 2
Evan	Cut and Thrust	Floodlight
Roland	Flatliner	Circular Sword
Tani	Burrowing Bolt	Hail of Arrows
Batu	Strongman Stance	Tooth-Rattler
Leander	Siren's Circle	Mind of the Magos
Bracken	Health Hub	Static Wall

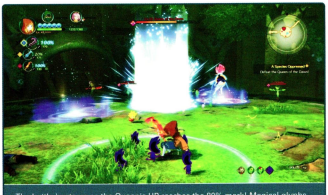
Minions Summoned

Name	HP	Color	Attack 1	Attack 2
Sylphie	528	Green	Shoots a Wind-infused projectile in a straight trajectory.	—
Petalia	528	Pink	Shoots a projectile in a straight trajectory.	Performs a dash and rams into target.
Inferna	528	Red	Shoots a Fire-infused projectile in a straight trajectory.	Performs a Fire-element dash and rams into target.
Delphine	634	Blue	Shoots a Water-infused projectile in a straight trajectory.	Generates freeze-inducing glyphs.
Obsidia	634	Purple	Shoots a Dark-infused projectile in a straight trajectory.	Absorbs Higgledy followers and kills them.
Lumina	634	White	Shoots a Light-infused projectile in a straight trajectory.	Casts a healing field that can regenerate the boss' HP.

using light attacks; this tactic allows you to increase your damage output against the Queen herself by having more frequent access to your strongest skills.

During the early portions of the battle, the Queen only attacks with her homing mystic spheres and is restricted to summoning sylphies, petalias, and infernas; these pixie types are limited to firing projectiles or attempting to ram into you, so things are relatively straightforward at this stage. Weave through her spheres and use dash attacks to close the gap, then follow up by unleashing powerful skills or melee strikes. Switch to dash shots as she teleports away to change positions, and don't forget to activate your Higgledies' Special Orders when the opportunity presents itself!

Once the Queen's HP pool reaches the 80% mark, she'll let out a scream and move to the center of the arena where she conjures a circle comprised of six minions (each of a different type) around the perimeter of the platform. Delphine, obsidia, and lumina pixies join the fray, though all the minions summoned as part of this special formation are rooted in place and behave like stationary turrets—firing projectiles at you from all angles. Stay mobile and eliminate as many pixies as possible before the Queen of the Dawn returns to the middle of the arena and prepares to let loose her glyph barrage. This attack covers the ground with a series of glyphs that soon burst into deadly energy pillars; navigate through this shifting glyph field to avoid the pillars and don't forget to heal up whenever necessary. The Queen will revert to her regular tactics following this attack, so keep up your offense!



The battle heats up as the Queen's HP reaches the 80% mark! Magical glyphs are left behind in her wake as she glides across the arena, which then erupt into energy pillars shortly afterwards. Avoid these pillars or you'll get knocked down and suffer heavy damage!

Further reducing the Queen's HP pool to the 50% mark triggers her elemental storm attack. She'll first summon a group of four delphines that generate small glyphs capable of temporarily freezing you upon contact; these magic glyphs move around, so pay close attention and do your best to avoid them. The Queen then hovers above the center of the battlefield and lets loose a series of three elemental explosions (water, fire, and wind in this order) aimed at different portions of the platform. Getting frozen by one of the delphine's glyphs will prevent you from positioning yourself away from the incoming attacks, so try to take out a few of the minions responsible for these glyphs before the Queen gets the chance to launch her elemental blasts. The energy required to conjure this attack leaves the Queen exhausted and vulnerable for a lengthy duration—take full advantage of the situation and retaliate with your most powerful skills!



The Queen summons a group of four lumina minions as she regains her composure following the elemental storm attack. Take them out as quickly as possible or they'll regenerate the boss's HP with their healing fields!

At this stage the Queen will continue calling forth minions and bombarding you with mystic spheres; it's also possible that she'll eventually perform another glyph barrage if the fight isn't ended quickly enough. The trio of obsidia minions summoned by the Queen will attempt to absorb your Higgledy followers and take them out; you can rescue them before they're killed by attacking the obsidia that holds the Higgledies captive. The battle is in its final stages, so revive your party members if needed and focus your offense on this implacable empress to show her who the real ruler is around these parts!

09 10 Following the battle, you'll be introduced to Moglet who thanks you for saving her life and invites you to visit her in the underground slums. Head toward **Position N** and grab Songbook No.12 from Red Chest 80 to the south before entering the underground slums at the opposite end of the passage. Activate the Slums trip door, then speak with three of the slum's denizens to hear about the horrid living conditions they're forced to endure. Begin by speaking with the Worried Young Woman next to the entrance, then head up the staircase and speak with the Troubled Man at the top, before jumping down and speaking with Moglet near the cauldron.



Moglet gives Evan a Swish Fish as thanks for saving her life, but it wouldn't be right to accept it considering the situation... so Evan gives it back!

Evan rashly decides that Mausinger must be overthrown if Ding Dong Dell is to ever know peace—but Roland's words of wisdom give the young king pause and he heads out alone to contemplate the situation. There, Evan is reunited with Ratja—a maid who served him before the coup and who still cares deeply for his wellbeing. She brings to attention King Leonhard's diary; it was buried alongside him and could help Evan understand his father's true motives for trusting Mausinger.

A Father's Truth 8-3

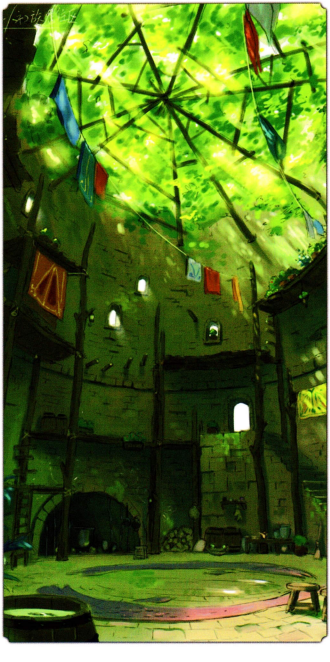
8-3 A Father's Truth

Recommended Lv. 47

Evan is struck by the fear that he will be unable to ever convince Mausinger to sign the Declaration, and while wandering the streets with this worry on his mind, he bumps into his old maid Raja. She tells him that he should read his father's diary for some insight, and he sets off to the Crypt of the Cat Kings to find it.

Objectives

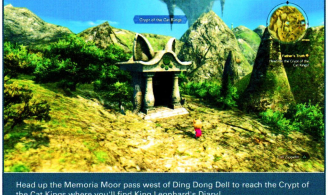
01 Head for the Crypt of the Cat Kings!
02 Look for King Leonhard's diary in the Crypt of the Cat Kings!





Ding Dong Dell

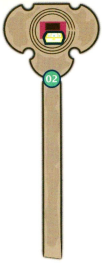
01-03 Your destination is the Crypt of the Cat Kings west of Ding Dong Dell. Either exit the city through the Kingsway passage (southwest of the Hootique), or by teleporting to another location. If you return by way of the Zippelin, you'll once again have to land in the designated landing spot next to the Hermit's Hollow—using the Kingsway passage proves to be the simplest and most efficient method.



Head up the Memoria Moor pass west of Ding Dong Dell to reach the Crypt of the Cat Kings where you'll find King Leonhard's Diary!



Crypt of the Cat Kings





King Leonhard's final resting place.

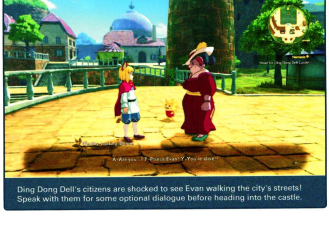
04 Head inside the Crypt of the Cat Kings and Evan will open the large doors by using the Mark of Kings. Step inside and inspect the ornate chest next to the coffin to receive King Leonhard's Diary and initiate an event scene. Evan's father held an unshakeable belief in Mausinger, and so the boy king wants to make his misguided adversary see the truth. The party returns to Evermore for the time being, and shortly following their arrival, a letter of invitation from King Mausinger himself arrives at their doorstep. He wishes to invite Evan to visit Ding Dong Dell so a potential union can be discussed, though his real motives likely concern the Mark of Kings now in Evan's possession…

8-4 Nemesis

8-4 Nemesis Recommended Lv. 48

Evan finds his father's diary, and in it, the truth about how much he really trusted and believed in Mausinger. So why would such a valued friend have killed his father? Just as he's pondering this, a message arrives from Mausinger himself. He claims to want a meeting, but a showdown is clearly at hand.

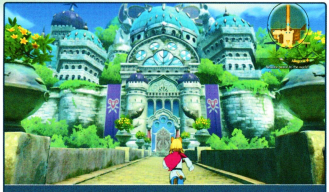
Objectives
01 Head for Ding Dong Dell Castle!
02 Speak with King Mausinger!
03 Defeat King Mausinger!



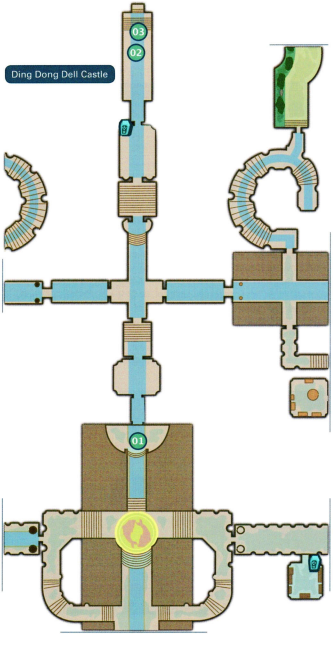
Ding Dong Dell's citizens are shocked to see Evan walking the city's streets! Speak with them for some optional dialogue before heading into the castle.

01 It's time to show Mausinger proof of the unflinching trust that King Leonhard had in him—and to hopefully make the Mouse King see the error of his ways in the process. Speak to your party members for some words of encouragement, then head for Ding Dong Dell. The guards previously stationed outside the city have disappeared, so you can confidently stroll through the front gate if you wish, or teleport to the Ding Dong Dell Castle trip door. Once inside the city, head for the castle's entrance and the guards will grant you safe passage.

02 03 King Mausinger awaits in the Throne Room; save at the waystone and make preparations if necessary, as a series of boss fights will take place once you step inside. Make absolutely certain that you're carrying a full stock of curatives as you won't get the chance to replenish your supplies between battles. When ready, approach your nemesis to begin the peace negotiations…



It's time for Evan to make his return to Ding Dong Dell Castle.





King Mausinger
Despot of Ding Dong Dell



King Mausinger Details

Stats	Lv.	Affinity					Res.	HP
	56	—	420	420	420	420	420	Extreme 39525
Elemental Resistances								
	30%	-20%	10%	10%	10%			
Status Resistances	Poison	Freeze	Sleep	Confusion	Petrify			
	100%	100%	100%	100%	100%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	84	140	196	280	336	420	476	
Recommended Tactic Tweaker Settings								
Affinity	—							
Element & Status	Fire		Poison		Wind			
Arts of War	Dynamism		Eagle-Eyedness		Untouchability			

Wisdom of the Kingmaker

Crikey! King Stinker by yur's a right old coward! Every time you clobber him a bit, he runs off behind some stupid barrier thingy over by his throne and starts flingin' flippin' fireballs! You won't be able to do nothin' until the barrier's been battered down, but it's a bit risky goin' in close. Let youer pals go in instead, and make sure to keep 'em healthy while they're poundin' away. Once it's down, run on in and help 'em give the rotter what-for!

Recommended Skills

Party member	Skill 1	Skill 2
Evan	Cut and Thrust	Fire Pillar
Roland	Circular Sword	Swathe Cutter
Tani	Burrowing Bolt	Hail of Arrows
Batu	Strongman Stance	Tooth-Rattler
Leander	Titan's Javelin	Fire Pillar
Bracken	Health Hub	Reflector Drone

Preparation

You'll have to prepare for two back-to-back boss fights, so your equipment choices must account for both. Weapons with Water damage are your best overall option against both adversaries but try to also equip a source of Fire damage that you can make use of during the second battle. Magical defense provides the best overall protection when taking the upcoming battle into account. Fire and Poison resistance are quite helpful as well, and it's possible to get a bit of each by equipping a Burn or Blazeguard Pendant and making use of the Hot-Tip Tea Food Buff to increase the other resistance during the following boss fight. Finally, stock up on supplies (including Venom-Be-Gone items to cure Poison) since you won't want to go into either of these battles with no supplies!

Strategy

King Mausinger is both a formidable swordsman as well as a highly-skilled magic user, and his fiery disposition is reflected by his fondness for Fire-based attacks and spells. Mausinger's main tactic is to close the gap by teleporting himself near his opponent, before unleashing a variety of Fire-enhanced sword slashes and combos.

He'll most often perform two slashes in quick succession, and finish with a sword thrust or a spinning slash that's highly reminiscent of Evan's Kingspin Ability; evade directly through these attacks to put yourself in an advantageous position, or time your blocks perfectly to stand your ground and negate most of the damage. Once Mausinger has finished attacking, you'll get a brief window of opportunity in which to retaliate until he teleports away. His sword thrust can cover a lot of distance and reach you even when you think you're out of range, so it's safer to evade through Mausinger's attacks rather than attempting to back away.



Mausinger readies his sword and remains still for a moment before performing his own variant of the Kingspin slash; be prepared to evade through the slash and counterattack whenever he does this!

At a distance, King Mausinger attacks by surrounding himself with an array of fireballs, before sending them hurtling your way in one of two different patterns: rapid-fired consecutively at your position or fired in a single scattered volley. You can easily spot which pattern is coming next by the way Mausinger summons the fireballs; they'll either appear in sequential order, or all at once. To avoid the rapid-fire pattern, position yourself on one side of the walkway and begin running sideways as the projectiles draw near; quickly evade in the opposite direction (through the fireballs) whenever there's no room left to run. The scattered pattern, on the other hand, requires you to evade directly through the fireballs as they approach, or to execute a perfectly-timed block in order to negate the vast majority of their damage.

Occasionally, Mausinger will point his sword at a target and let loose a flurry of flaming sword slashes in a similar fashion to Evan's Cut and Thrust Ability; this combo has a medium-sized radius and can hit you even from behind, so evading directly through it isn't the best option. To safely avoid this sword flurry, start backing away from King Mausinger as soon as he begins taunting with his sword; retaliate with some ranged attacks to score a bit of damage while he's busy slashing away at thin air.



Mausinger can push you back with a magical blast as he activates his barrier, or after he's finished summoning his meteor blast columns. This magical blast doesn't cause much damage, but it can force you to retreat as more attacks come your way!

Once Mausinger's HP pool reaches the 70% mark, he'll teleport to his throne and encase himself within a magical barrier. This barrier can be broken if you deal enough damage, but first, back away from the throne since you'll soon have to avoid multiple diagonal rows of fireballs; these projectiles are launched in alternating volleys, with small pockets of safety on either the left or right side of the walkway. While staying in the blue carpeted zone and weaving through the rows of projectiles as they approach is a valid tactic, it's simpler to stick to one side and jump over the fireballs when necessary.

After firing enough rows of fireballs, Mausinger will send out three consecutive columns of meteor blasts—each covering the left, middle, or right lanes of the walkway in a random order. Keep a healthy distance and you should have enough time to evade as the columns approach; once the meteors have been sent down a particular lane, that portion of the walkway becomes a safe zone since Mausinger can't target the same location twice. Try to immediately head to one of these safe lanes whenever you've evaded a column of meteor blasts.



Stick to one side of the battlefield—jumping over the fireballs whenever necessary—and blast Mausinger with ranged attacks to chip away at his shield from a distance!

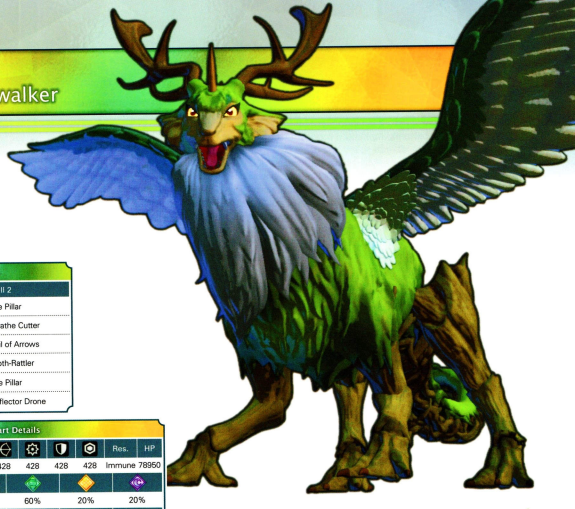


Close the gap once he switches to his meteor columns, then smash what remains of his shield with melee attacks!

Mausinger will revert back to his regular tactics once his shield has been broken or once it's run out of power. He'll return to the throne and activate a new barrier after enough time has passed—and once his HP pool has been sufficiently lowered, he'll also gain the ability to unleash his deadly meteor armageddon. This attack simultaneously covers all three lanes with columns of meteor blasts, forcing you to retreat all the way to the throne room's entrance to safely avoid it. The energy required to conjure this attack always exhausts Mausinger's barrier, and he'll only use it if you don't destroy his shield quickly enough. Carry on dueling with this misguided usurper until his HP pool reaches the 10% mark to trigger a cutscene and end the fight.

Urged on to keep fighting by Vermine, the defeated Mausinger summons Oakenhart—Ding Dong Dell's Kingmaker— and Doloran immediately seizes the opportunity to steal his Kingsbond. The masked villain is revealed to have manipulated Vermine to set the fall of the House of Tildrum into motion, and now has everything he needs to carry out his planned resurrection of the Horned One. Oakenhart has turned into a Realmwrecker due to the shattered Kingsbond and must now be stopped before the city is destroyed; Mausinger joins forces with you and another boss fight immediately begins!

Oakenhart
The Woodswalker



Recommended Skills			
Party member	Skill 1	Skill 2
Evan	Cut and Thrust	Fire Pillar
Roland	Circular Sword	Swathe Cutter
Tani	Burrowing Bolt	Hail of Arrows
Batu	Strongman Stance	Tooth-Rattler
Leander	Titan's Javelin	Fire Pillar
Bracken	Health Hub	Reflector Drone

Oakenhart Details								
Stats	Lv.	Affinity					Res.	HP
	59	—	428	428	428	428	428	Immune	78950
Elemental Resistances								
	-40%		20%		60%		20%		20%
Status Resistances	Poison		Freeze		Sleep		Confusion		Petrify
	100%		100%		100%		100%		100%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—
Recommended Tactic Tweaker Settings							
Affinity	—						
Element & Status	Fire			Poison		Wind	
Arts of War	Dynamism			Eagle-Eyedness		Untouchability	

Wisdom of the Kingmaker



Crikey, I never thought I'd see old Mausinger and us lot fightin' on the same side! He's a useful so-and-so, too—flings out fireballs like a good 'un, and puts up a barrier thingy that protects you from Oakenhart's big poisonous shockwave attack and all! Just step in the circle and then you can walk around all immune from everything for a bit! Tidy!

Preparation

It isn't possible to change equipment before the battle against Oakenhart, but the Magical defense recommended in the previous boss fight will serve you well here. This Realmwrecker's vine-based attacks all deal Magic damage, as do the Poisonous fumes he spews. Focus on using weapons and skills that deal Fire damage if you've equipped any, as they are particularly effective against Oakenhart. Don't forget to consume Hot-Tip Tea Food Buffs as the fight begins to increase your protection against Poison!

Strategy

This once-noble Realmwrecker alternates between a plethora of ground-based offensive options and unique attacks made available whenever he takes to the skies. The shifting Weak Spot appearing on one of Oakenhart's legs will be your main target, since destroying it will bring him crashing down; this creates a new Weak Spot on the boss's head and allows you to dish out a lot of damage (using your most powerful skills) as he's temporarily stunned. Oakenhart is particularly weak against Fire-based attacks, so focus on using these when available; Evan or Bracken's Fire Pillar spells (and their enhanced versions) are especially powerful during this fight, as is Batu's Collywobbler (enhanced Tooth-Rattler) Ability.

As the battle begins, Oakenhart lets out a mighty roar which sprouts multiple pollen-spewing flowers throughout the arena's soil. Breathing in the pollen released by these blooms temporarily lowers both your Physical and Magical defense by 30%, so try to keep your distance and focus on destroying the flowers with dash shots. Locking-on generally isn't necessary, but it can help if you're having trouble targeting a specific flower.

Higmakers to the Rescue!

Green Higmakers are set free whenever a pollen-spewing flower is destroyed. Releasing enough of these captive sprites and activating their Special Order will surround the entire party with a Windproof Barrier. This long-lasting barrier protects you from Poison, Confusion, and the debuff inflicted by the flower's pollen—though it doesn't offer any protection against tornados or Oakenhart's other attacks—so keep this in mind. Focus on re-activating this Windproof Barrier as often as possible to protect yourself against the dangerous status ailments Oakenhart uses against you!

When on the ground, Oakenhart often rears up before consecutively slamming down with each of his front legs (with a slight pause between both stomps) to generate a series of vines bursting through the surface like spikes. These vines travel in a straight line directly at their intended target, so evade sideways as they approach; always expect a second attack to come after successfully evading the first!

Oakenhart can also slam both front legs down and generate a series of three consecutive burrowing vines as he remains motionless; these vines travel underground and erupt directly beneath the target's location. Their trajectory can be observed by the trail of flowers left in their wake as they advance below the surface; evade just as the trail reaches your location to escape getting impaled! Sticking close to Oakenhart while he targets other party members with these vines can allow you to safely target his Weak Spot with melee attacks or skills while he's busy.



Oakenhart uses a powerful tail whip attack when you're nearby. This can be quite tricky to evade, but you should anticipate it whenever he performs a sideways hop. Your best option is to evade directly through the tail as it whips by!



Green pulsating circles emanate from Oakenhart's legs whenever he's busy sending out his burrowing vines. Use this as a cue to watch out for incoming flower trails and evade just as they reach your location to dodge the vines!

Oakenhart is capable of taking flight and belching out a stream of poisonous fumes aimed directly at the ground in front of his location; he'll then scatter them across the arena by generating a strong gust of wind using his wings. He also has the ability to fly in a straight line while launching a continuous stream of noxious fumes aimed at the ground below. The Poison can be negated by ensuring that you have a Windproof Barrier active at all times—though you'll still need to evade away from the stream itself.

You can expect Oakenhart to launch three massive wind pillars (each aimed in a different direction) when he flies toward the center of the arena. The best way to avoid taking damage is to remain



It is imperative you take on Mausinger's protective barrier when Oakenhart begins charging, as the resulting attack will otherwise deal immense damage.

directly underneath the Realmwrecker as he performs this attack, or to retreat to the edges of the arena as he moves into position. Additionally, watch out for Oakenhart to swoop down and perform a crash landing while he's hovering in mid-air—this creates a small shockwave and is his preferred method of transitioning back to his grounded stance.

Once Oakenhart's HP pool reaches the 80% mark, he'll ready his devastating poisonous explosion attack. Shortly afterwards, the camera will cut to Mausinger who assists you with a magical barrier that renders you temporarily invulnerable. Your former rival always teleports directly in front of Oakenhart's position, so make haste and enter the circle surrounding Mausinger to activate his barrier. You're then free to target Oakenhart's Weak Spot as he continues charging up and eventually unleashes his poison explosion. This is the only way to avoid this attack, so make it a priority to shield up each time Oakenhart begins the charging process.

From this point onward, purple flowers will begin sprouting in addition to the ones previously encountered. Coming into contact with the pollen spewed by these purple-colored flowers won't poison you, but instead inflicts the Confusion ailment. The Windproof





Locking-On to Oakenhart's Weak Spot can be a bit tricky, but it's particularly useful when he's airborne since you can use dash shots to deal damage and potentially send him tumbling down!



When Oakenhart has been badly wounded, one of his vine patterns requires you to remain still while the vines generated by the first stomp form a circle around you, before immediately evading, as the second stomp sends vines directly underneath your position.

Barrier protects you against this, so focus on keeping it active by freeing more Higmakers! Oakenhart's stomps also generate more vines as the fight progresses, so expect to encounter a few different patterns. Once the Realmwrecker's HP pool dwindles further, he'll unleash a series of wind pillars after successfully executing his poison shockwave. These miniature tornados circle the perimeter of the arena, so you'll want to steer clear of them by remaining near the center until they dissipate.

Oakenhart becomes quite aggressive when he's close to being defeated, so be sure to always heal up when necessary and focus on activating the Windproof Barrier by freeing Higmakers. Your party members are likely to go down at this stage, so you can bring them back to the fight if you have both Angel's Tears and some remaining healing items. Continue to focus your offense on Oakenhart's Weak Spot and you'll soon triumph against this veritable force of nature!

8-5 Ding Dong Dell Joins the Union

8-5 Ding Dong Dell Joins the Union Recommended Lv. 49

At long last, the enmity between grimalkin and mousekind, and between Evan and Mausinger, has been buried. Evan decides to forgive his former for the plotting, the poisoning, the overthrow, and the persecution, and to work together instead to pursue peace, harmony, and reconciliation.

Objectives

01 Forge a union with Ding Dong Dell!



The rift between grimalkin and mousekind can finally begin healing now that Ding Dong Dell has signed the declaration!



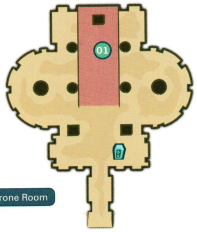
Ding Dong Dell Throne Room

01 Once Oakenhart's rage has been quelled, Evan reveals the truth to Mausinger by presenting him with King Leonhard's journal. The ghost of the deceased king appears before Mausinger and tasks him with healing the long-standing rift separating both Grimalkin and Mousekind; the first step toward doing so is to sign the Declaration of Interdepence, so speak with King Mausinger to forge a union with Ding Dong Dell and achieve your goal of uniting all the world's great nations!

Rise of the Horned One 9-1

New Sidequests Available!

No	Name	Sub-Chapter	Page
122	Ya Pi, the Proud Soldier	9-1	374
123	The Goddess of Good Luck	9-1	374
124	Callianeira, Priestess of Water	9-1	375
125	Trey's Missing Memolith	9-1	376
126	Jared, the Elite Officer	9-1	376
127	Alexis, the Hard-Nosed Cop	9-1	376
128	Norbert, the Future Historian	9-1	377
129	Klaus, the Master Merchant	9-1	377
130	Raxel, One-Eyed Mercenary	9-1	377
131	The Engraver's Riddle	9-1	378
132	Grimm's Determination	9-1	378
133	Ritter's Got Tailor's Block!	9-1	379
134	Pollution Solution	9-1	380
135	The Misunderstood Magician	9-1	380
136	Kitty, the Bubbly Baker	9-1	381
137	The People's Pâtissière	9-1	381
138	Marlene: Good Girl Gone Bad	9-1	381
139	Lady Trudy, Charming Farmer	9-1	382
140	Taming Tyger	9-1	382
141	The Tainted wyvern	9-1	382
142	The Perfect Present	9-1	383
143	Make My Sister Smile Again	9-1	384
144	The Dark Side of Development	9-1	384
145	Fresh Fish Suppers for All!	9-1	384
146	Time for Tea	9-1	385
147	The Bandits are Back...Again!	9-1	386
148	Power Dressing	9-1	386
149	An Unexpected Windfall	9-1	386
150	On Cold Ground	9-1	387
151	Almost Too good to Be True...	9-1	387
152	Ding-Dong vs. Ding Dong Dell	9-1	388
153	A Gruff, Gruff Grandad	9-1	388
154	Nu Bi's Crisis of Confidence	9-1	389
155	Toil and Trouble	9-1	389
156	Longing for Lustrous Locks	9-1	390
157	Wish Upon a Stone	9-1	390
158	Dressed to Kill	9-5	390



01 The Horned One makes his grand entrance and awakens the long dormant continent of Nazcaã—where the kingdom of Allegoria once stood. Following these events, Doloran wastes no time in using the newly-resurrected Horned One's power to steal the souls of the world's inhabitants. Back at Evermore, a mysterious affliction takes hold of Roland, though he manages to keep it at bay for the time being…

Speak with your party members to hear their thoughts on the situation, then interact with Batu when ready to listen to his report. A great barrier erected by twisted replicas of the four Kingmakers now surrounds the Horned One and protects him as he continues leeching souls from across the world. The citizens of Evermore are protected by Lofty's presence, but the other kingdoms aren't quite as fortunate. Things are looking grim, but Queen Nerea makes an unexpected appearance and reveals Doloran's motives, before sharing the tale of Mornstar—a legendary sword that was used to seal away the Horned One's evil centuries ago!

9-1 Rise of the Horned One

Recommended Lv. 11

Ding Dong Dell have signed the Declaration, and the union is complete at last. Now all five great nations can move forward as one. Alas, no sooner has this momentous peace been made than Doloran resurrects the Horned One, and brings Allegoria back from below the waves. How can this incredible evil be stopped?

Objectives

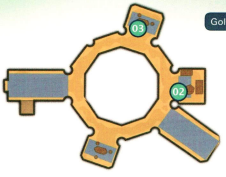
01 Listen to Batu and co.'s report!
02 Look for details of the Sword of Union at the Library in Goldpaw!
03 Show the strange stone tablet to Boddly!
04 Have Li Li take a look at the strange stone tablet!
05 Go to the Drylands and find some seeing sand!
06 Ask Li Li to decipher the tablet for you!



The Horned One reveals itself and unearths the dormant continent of Nazcaã!

9-1 Recommended Optional Activities	During Objective	More Info
If you've been keeping up with completing research topics and building facilities in your kingdom, you should have the required War rank to complete Side Quest 098 and recruit Phorkys.	01	P.362
The unique Errands required to initiate Side Quest 107 and recruit Furnest can now all be completed at the Taskmaster.	01	P.366
Tainted Monster 37 "Doombo" awaits in the Shivery Shrine and ending its reign of terror rewards you with an extremely powerful Blackwing Bow.	01	P.541
Since you'll soon be participating in a lot of Skirmishes, build the Evermore Elite Barracks and complete some of the research topics it provides to give you an edge in battle.	01	P.145
Take a trip to Goldpaw and enlist the services of both Ya Pi and Yo Ho-Ho by completing Side Quests 122 and 123.	01	P.374
Venture to Hydropolis and complete Side Quest 124 to recruit Callianeira, the Priestess of Water, to your kingdom.	01	P.375
Got 10000G burning a hole your pocket? Go and speak with Trey, and then help him retrieve his lost Memolith to complete Side Quest 125.	01	P.376
If you've already completed Side Quest 086, then Side Quest 126, which allows you to recruit Jared, should now be available at the Taskmaster.	01	P.376
Side Quests 127, 128, 129, 135, 136, and 139 will also be available for a total of 264 ToG at the Taskmaster.	01	—
The mighty Raxel can be enlisted into your army by completing Side Quest 130 in Ding Dong Dell.	01	P.377
Complete Side Quest 131 to solve Grampuss's riddle and recruit him to your kingdom where he can can team up with Eli to research level 6 Accessories.	01	P.378
If you think you're strong enough to help Grimm out with his battle against Tainted Monster 34 "Leolynx", pick up Side Quest 132 in Ding Dong Dell!	01	P.538
Upgrade your Everyday General Store to level 4 so you can purchase items needed to help complete Side Quest 133.	01	P.379
Tainted Monster 32 "Snotley" is polluting the sewers of Ding Dong Dell, so if you want to help clear up the situation, pick up Side Quest 134.	01	P.536
Once Evermore's population has reached the 70 mark, it becomes possible to complete Side Quest 137 and recruit Rosamund.	01	P.381
The soldiers of Ding Dong Dell want their former sorcereress, Marlene, to return to the city, but if you pick up Side Quest 138 you'll be able to poach her for Evermore.	01	P.381
Tyger can't be easily tamed, but crafting 30 different types of melee weapons at the Evermore Weapon Workshop can allow you to complete Side Quest 140 and recruit him.	01	P.382

02 03 The existence of Mornstar provides a ray of hope, but the location of the sacred sword's current resting place is unknown. Madam Boddly's Library in Goldpaw presents your best chance of finding out more about this mythical weapon; speak to your party members if you wish, then head for the Library. Boddly awaits in the back—speak with her twice (follow her to the nearby alcove after the first conversation) to learn about an ancient stone tablet that may contain clues pointing to Mornstar's whereabouts.

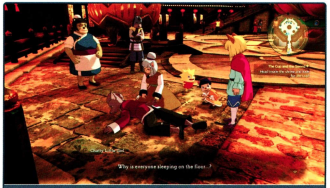


Goldpaw Library

Wisdom of the Kingmaker

Knickers! This soul-suckin' nonsense is a right old calamity, eh? Still, could be worse—if you were worryin' that there might be side quests you won't be able to do because people have had their souls stolen, luckily for you, that en't the case! So stop worryin' and start savin' the world! Go on, my son!


You won't be able to land on the continent of Nazcaä until a later point in the story.

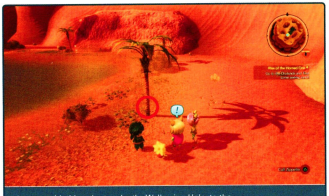


The Horned One has already claimed the souls of many unlucky victims, and soon, no one will remain if this ancient evil isn't stopped!

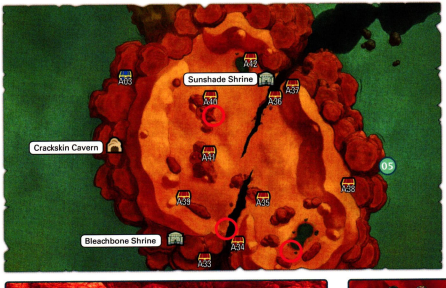
Kingdom of Evermore



04 The Indecipherable Tablet you've obtained is encrypted by some sort of magic spell, and as a result, its contents remain a mystery; Teleport to Evermore and show this Important Item to Li Li (who can be found between the Outfitters and the Weapon Workshop) to get her expert opinion on the matter. She informs you that the tablet is protected by a charm of encryption and that she requires some Seeing Sand from the Drylands in order to solve the problem.



Interact with this palm tree by the Wallowing Hole, to the south-east of the continent!



05 Exit Evermore and board the Zippelin (or teleport to the Drylands trip door if you've previously activated it), and plot a course for the Drylands, south of Broadleaf. Seeing Sand has been difficult to come by as of late, so Li Li has graciously marked three locations on your map where some could potentially be found; you'll need to approach all three sites on foot and interact with a specific object at each of them before finding what you seek. The order in which you choose to do so isn't important, since you'll always find the bottle of Seeing Sand at the last site you inspect. Gather the Seeing Sand, but before you depart for Evermore, activate the Drylands trip door in the middle of Splitstone Canyon if you haven't already done so!



Inspect this cactus-like plant near the Suncracked Dunes, in the northern portion of the Drylands!



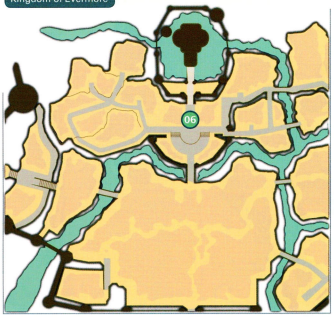
Search this purple plant south of the continent, near the large crack!

06 Head back to Evermore and hand over both the Seeing Sand and the Indecipherable Tablet to Li Li; the group waits in the throne room while the gifted young magician works on it. Li Li soon returns with news of her success, and hands over the Tablet of Unity: it reveals that Mornstar—also known as the Sword of Unity—has assumed the form of a humble cup after the defeat of a great evil in ages long past. Re-forging the sacred sword is said to involve joining this cup with the base item used to forge a Kingmaker's Kingsbond, so all attention now turns to finding this holy chalice! The clues point the group toward a large crater in Jack Frost's Playground, north of Broadleaf.



The mysterious Stone Tablet holds the key to defeating the Horned One.

Kingdom of Evermore



9-2 The Cup and the Sword

9-2 The Cup and the Sword

Recommended Lv. 55

The friends hear the legend of the Sword of Unity—a great weapon that drove the darkness from the world in the age of antiquity. Having deciphered a strange stone tablet, they also learn that it was turned into a holy cup and hidden away until it would be needed again...and now that time has come at last.

Objectives

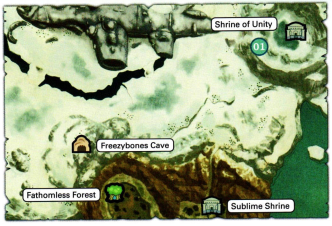
01 Go to the Coldera and try saying the magic words!
02 Head inside the shrine and look for the cup!
03 Defeat the Temper Temple!
04 Head inside the shrine and look for the cup!
05 Head back to the throne room in Evermore and ask Bracken to start work on the Sword of Unity!

9-2 Recommended Optional Activities	During Objective	More Info
Now that you've assembled the necessary citizens, research level 6 Equipment and Spell Development at your kingdom.	01	P.117
Researching Nature's Tongue at the Evermore Spellworks will let you complete Side Quest 060, which in turn now lets you complete Side Quest 82 and give Rumpel a new home in Evermore.	01	P.344, P.354
Tainted Monsters 35, 39, and 43 can be defeated with relative ease at this point to obtain some powerful gear as a reward!	01	P.539, P.543, P.547
Use this newly-acquired gear to assist you in exploring the deadly mazes hidden behind Dreamer's Doors 7, 8, and 9 to obtain the trio of remaining Dream Fragments!	01	P.655

01 Use the Zippelin to fly toward Jack Frost's Playground and land at the Coldera. A small event scene plays out where Evan utters the magic words and the Shrine of Unity reveals itself! Before entering, activate the nearby trip door and save your game; be sure to also be carrying a full stock of curatives and supplies, since you won't find any trip doors or waystones inside the shrine.

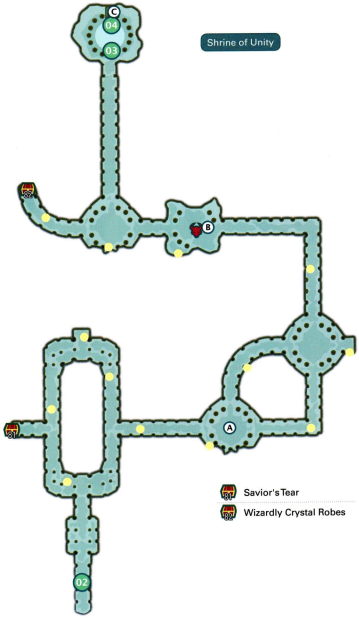


You can't get inside the Coldera without using the Zepplin.





Activate the Jack Frost's Playground trip door on Chattertooth Ridge if you haven't already done so!



02 The Shrine of Unity isn't especially large or complex, but you'll encounter your fair share of monsters on the way to the cup's location. Proceed along the oval-shaped corridor that's directly in front of your starting location, and grab the Savior's Tear from Red Chest 81. Head to **Position A** and take out the monsters roaming the area, before making your way to **Position B**, where you'll come face-to-face with a highly dangerous brillianticore.

This evolved variant of the manticore doesn't have a tremendous amount of HP, but it's capable of taking you out extremely quickly due to its very high melee and magical attack strength. The brilliantic ore is vulnerable for a few moments while it roars as the fight starts, so charge to its location and get some hits in. This monster's biggest threat is its shock bolt barrage; watch for the beast to rear up briefly and evade sideways as it launches a series of shock bolts from its hands. Keeping your distance makes it easier to react, so relying heavily on ranged attacks and spells is a good tactic.

The brilliantic ore generates lightning bolts as it leaps around; be mindful of these additional attacks and don't stay near their origin at the monster's hind legs. Get ready to immediately rush in and use your strongest skills once the brilliantic ore starts charging up, since failing to break the charge leads to the beast regaining a large portion of its HP. It's always possible to sneak past the brilliantic ore if you don't wish to fight it, and escaping the battle is also an option.



It's possible to avoid the vast majority of enemy encounters in this area by simply skirting along the edges of monster groups.



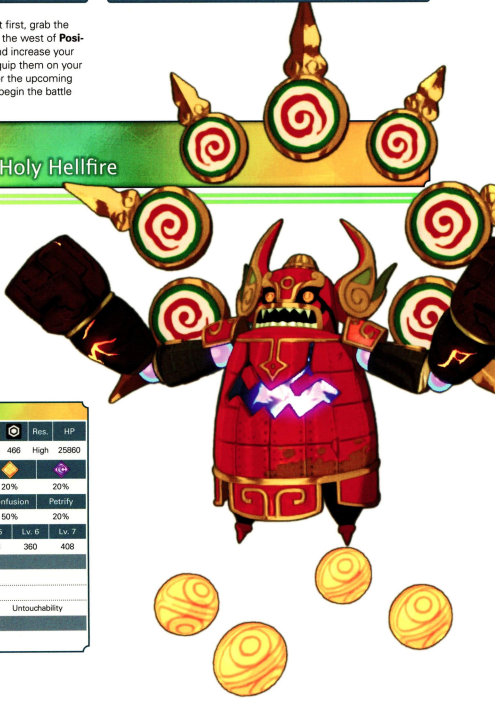
Get ready to evade sideways when the brillianticore rears up as shown here, since a deadly shock bolt barrage is incoming!



The brillianticore is weak against both Fire and Dark elements, so ranged weapons or spells imbued with those elements can make short work of it!

03 The cup rests on a pedestal at **Position C**, but first, grab the Wizardly Crystal Robes from Red Chest 82 to the west of **Position B**. These robes bolster your maximum MP and increase your resistances against all status ailments by 20%; equip them on your character of choice and make your preparations for the upcoming boss fight. Approach the pedestal when ready to begin the battle against the Shrine of Unity's ancient protector!

Temper Temple
Hallowed Home of Holy Hellfire



Recommended Skills

Party member	Skill 1	Skill 2
Evan	Cut and Thrust	Water Pistol
Roland	Circular Sword	Swathe Cutter
Tani	Burrowing Bolt	Hail of Arrows
Batu	Cannon Shot	Strongman Stance
Leander	Water Pistol	Mind of the Magos
Bracken	Health Hub	Buzz Off

Temper Temple Details

Stats	Lv.	Affinity					Res.	HP
	62		559	466	466	466	High	25860

Elemental Resistances					
	40%	-30%	20%	20%	20%

Status Resistances	Poison	Freeze	Sleep	Confusion	Petrify
	50%	100%	50%	50%	20%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408

Recommended Tactic Tweaker Settings			
Affinity	—		
Element & Status	Fire	Dark	
Arts of War	Dynamism	Eagle-Eyedness	Untouchability

Rewards

Blazeproof Warlord's Armor ☆☆☆★★

Wisdom of the Kingmaker

Keep youer wits about you once the Temper Temple's HP starts droppin'—at 50%, it'll start roarin' like billy-o, which means a flurry of flyin' fists is on the way! Get right up close and personal though, and you can wallop it from the sides or behind while it's busy punchin' thin air! And chase it down when it hops away, 'cos it'll probably be shapin' up to do the same again!

Preparation

Temper Temple is weak against Water damage, which makes weapons and skills imbued with that element quite potent against it. A balance between Physical and Magical defense is ideal, with Fire resistance also being important. Equip the Wizardly Crystal Robes you've just obtained, along with Burnguard Pendants to provide protection against this boss's Fire attacks. Sixth Censers should be on hand to counteract Temper Temple's MP drain and ensure that you can always perform the skills required to break its charged attack explosion. This attack deals a mix of Magic and Dark damage, so anything that raises your resistances to that element is also beneficial!

Strategy

You'll need to fight your way through this anointed arsonist before the holy cup can be obtained and Mornstar re-forged. Temper Temple is a hot-headed variant of the Mossy Monument boss you've previously fought during an earlier chapter; it shares the same basic offensive repertoire, but it also throws its own brand of Fire-based attacks into the mix. One sizzling new addition is Temper Temple's ability to launch a series of fireballs after performing its punch combo (sometimes replacing the spinning punch) or when repositioning itself with a back or side dodge. These fiery projectiles track your movement; evading sideways as they approach is the most reliable method of avoiding them.

The key to this battle is to perform a charge break as Tempter Temple gathers energy in preparation for its devastating charged attack explosion. Not only does this attack have a large area-of-effect and deal a lot of damage, it also builds up toward the boss's enraged hellfire state by stealing some of your MP. Temper Temple's current build up state is reflected by the flames (or lack thereof) engulfing the seven rings mounted on its back; the more MP is stolen, the more rings will erupt in flames, and the faster the boss will get enraged. Temper Temple needs to perform a minimum of two charged attacks before it can steal enough MP to enter its hellfire state.

The charge time for Temper Temple's explosion is relatively short, so you'll need to keep enough distance to avoid the boss's regular attacks, but not too much that you don't have time to rush in and perform a charge break when it's gathering energy. Build up your MP using light attacks (or use Sixth Censer items) in preparation for Temple Temple's charge and blitz it with your most powerful skills to prevent it from ever powering up; the fight can be over quite quickly if you manage to successfully accomplish this. Keeping your party members alive also increases your chances of interrupting Temper Temple's explosion, since they'll help pummel the boss while it gathers energy.

If Temper Temple manages to enter its enraged hellfire state, back away as far as possible and prepare to evade a non-stop frenzy of fireballs and flying knuckles. Move sideways and evade just before the projectiles reach your position, then switch directions and repeat the process multiple times to completely dodge this fiery all-out assault. Temper Temple gets exhausted after this outburst, and it will soon revert back to its regular state—but not before belching out a final surprise series of fireballs! Focus on making sure that Temper Temple doesn't get the chance to activate this enraged state again by preventing it from successfully unleashing its explosion and you'll soon extinguish this golem's flame!



Keep evading away whenever Temper Temple starts spinning relentlessly in your direction! Use ranged attacks when it spins toward your party members in order to deal some damage while you wait for it to stop!



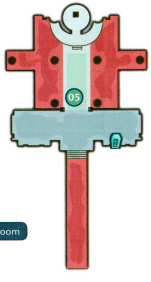
The rings mounted on Temper Temple's back highlight its current progress toward entering the enraged hellfire state. Up to six rings will be engulfed in flames after the first charged attack explosion (depending on the amount of MP it steals)...



...once all rings are set ablaze following a second or third charged attack, Temper Temple will then roar, and its fists will be covered in flames to signify that it's entered the hellfire state! Watch out because things are about to heat up!

04 05 After defeating Temper Temple, approach the pedestal to trigger a short cutscene and obtain the Cup of Communion. You'll then be transported outside the Shrine of Unity, so head back to Evermore and speak with Bracken to begin developing the Sword of Unity! Forging such a legendary blade requires proper tools along with a suitable work environment, however, so the Evermore Weapon Workshop will need to be upgraded to a minimum of level 4 before work can get underway.

To perform this essential upgrade, you'll first need to reach kingdom level 3, which in turn requires you to have recruited 50 or more citizens and to have built at least 35 facilities; you'll also need the large sum of 100000KG to complete the process once the other requirements have been met. Investing a bit of KG to upgrade your kingdom's Coffers is recommended, since you won't have to make as many return trips to Evermore while you're focusing on completing Side Quests.



Evermore Throne Room

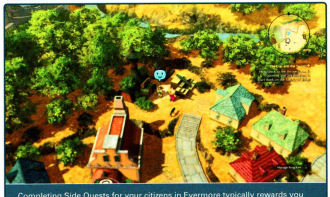
The minimum number of citizens you can possibly have when reaching this point is 26, so you may need to complete quite a few Side Quests before you're able to recruit the amount of subjects necessary to progress further into the story. Start by visiting the Taskmaster (in either Goldpaw, Hydropolis, Broadleaf, or Ding Dong Dell) and exchange any Tokens of Gratitude you currently have to

Wisdom of the Kingmaker

If you end up havin' to go off and do a load of side quests to get the citizen count up, don't forget to head back to Evermore and empty the coffers good and often, or there'll be kingsguilders goin' to waste. Oh, and build new facilities as soon as you can, en't it—that way, youer influence will get a boost, and the kingsguilders will come rollin' in all the faster!



If you've been completing Side Quests and tending to Evermore's development, then it's possible that you'll already have everything necessary to begin development of the Sword of Union. In that case, simply speak with Bracken to progress the story!



Completing Side Quests for your citizens in Evermore typically rewards you with KG, and can greatly speed up the process of building or upgrading the facilities required to re-forge Mornstar!

Recommended citizens

Citizen Name	Side Quest	No.	Page
Pontus	Pontus's Ocean of Knowledge	044	99
Glaucus	Glaucus, the Ambitious Angler	045	100
Thaumas	Thaumas, the Suave Sorcerer	046	100
Peleus	Peleus, the Amiable Armorer	047	100
Nereus	A Career Cut Short	048	99
Proteus	Proteus, the Gloomy Jeweler	049	100
Triton	Triton, the Honest Scholar	050	100
Speio	Speio, Priestess in Training	051	100
Helena	Helena, the Hearty Hunter	052	101
Lycorias	Lycorias, the Doubtful Guard	053	101
Hansel	Hansel, the Fanciful Gardener	054	95
Sibylla	The Way to a Man's Heart...	057	101
Daphne	Daphne, Glaucus's Biggest Fan	069	101
Halimede	Sense and Sensibilities	070	100
Candy	Candy, the Spirit-Seeker	079	102
Da Xing	Da Xing, the Haughty Herbalist	095	98
Yip-Yip	Yip-Yip, the Master Tailor	096	99
Francine	Francine, the Impresario	105	103
Ya Pi	Ya Pi, the Proud Soldier	122	98
Alexis	Alexis, the Hard-Nosed Cop	127	103
Norbert	Norbert, the Future Historian	128	95
Klaus	Klaus, the Master Merchant	129	96
Grisella	The Misunderstood Magician	135	97
Kitty	Kitty, the Bubbly Baker	136	96

recruit new citizens through the "Scout New citizens" feature. Take on and complete any Errands that can easily be finished (those for which you already have the required materials) and enlist all the citizens available through the Taskmaster to speed up your recruitment drive! Use the Recommended citizens list on the opposite page to acquire any additional citizens until you've reached a total of 50 subjects!

Speak with Bracken in the throne room once all the requirements have been met, and choose the "Begin Development" option to start work on restoring Mornstar. Evan hands over both the Cup of Communion as well as the Royal Twig, and Bracken soon returns to present the young king with the exquisitely crafted Sword of Unity! With plans to fight back against the Horned One and Doloran firmly established, the leaders of the great kingdoms assemble their armies in preparation for the upcoming battle that will ultimately decide the fate of this world!



Now that's a Kingsbond offering that Lofty can be proud of!

A Grand Strategy 9-3

9-3 A Grand Strategy

Recommended Lv. 55

Evan and his companions have found the cup, and the Sword of Unity has been forged anew, which means they can finally face the Horned One. But his is a power beyond any they have faced before, and it will take the full force of the five great nations working together in order to overcome it.

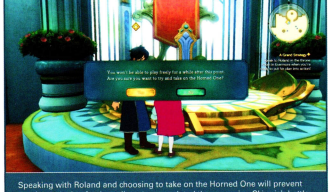
Objectives

01 Speak to Roland in the throne room in Evermore when you're ready to put his plan into action!

02 Lead your troops in an assault on the Horned One!



Only Evan can wield the Sword of Unity, so be sure to equip him with it right away!

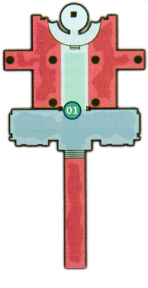


Speaking with Roland and choosing to take on the Horned One will prevent you from playing freely until you've completed the upcoming Skirmish battle.

01 Listen to what everyone assembled in the throne room has to say about the current situation: this is clearly an uneasy alliance, but the people of the world have nonetheless united to fight under one banner. Speaking with Roland sets into motion a series of events that prevent you from playing freely for a while—wrap up any unfinished business if necessary, then confirm that you're ready to begin the assault against the Horned One!

Doloran is using the Horned One as his base of operations, so the plan is to find a way inside and put a stop to the villain's madness. To do so, all four towers powering the dimensional barrier that's currently protecting the colossal beast will need to be simultaneously destroyed. Getting the various armies to cooperate proves to be a daunting task, however, but Evan manages to rally the troops by delivering a rousing call to arms that inspires them to set aside their differences and unite as one!

Evermore Throne Room



Skirmish: Approaching the Ultimate



Wisdom of the Kingmaker

Flip, mun! This is it! The final showdown with old Horny! Don't worry if you decide you en't quite ready or you want to go and recruit some more unit leaders or whatever, though—just press [CIRCLE] on the briefing menu to cancel youer deployment, and you can hop aboard the Zippelin and buzz off wherever you need to go! Don't leave without havin' the trip door remember you, though. Once youer done with all youer preparations, just come back and step up to that battle standard to get skirmishin', en't it!

02 Following a series of cutscenes, you're taken to the continent of Nazcaä where Operation Hornfall begins. The other nations will take care of the four Kingmakers, while you fight your way up to the Horned One and weaken him enough to make infiltrating inside and taking out Doloran possible. This plays out in the form of a mandatory Skirmish battle titled "Approaching the Ultimate". From the Briefing Menu, feel free to use the Bolster Forces Menu if you haven't been doing many optional Skirmishes and your Skirmish Units are below the recommended level. They're certainly not essential, but the "HP Boost", "Rnfrcmnt. Boost", "Slow Might Gauge", and "Long Shock Tactics" boosts are well worth their KG costs!

When it comes to your army composition, it's entirely possible to get by with the standard Chingis, Khunbish, Bai Gon, and Min Ti team if those are the only units currently available to you. It really helps to bring along a pair of Lancer units (Lycorias' unit is particularly strong) to replace the Archers or Fusiliers, however, since the many burly Lost Souls encountered during this Skirmish are Swordsmen type units and are therefore extremely weak against Lancers. A well-balanced team consisting of a Swordsmen and Malleteer combo backed up by two Lancers will serve you well. Be sure to use your Military Might liberally throughout the Skirmish, since you start with an already large supply of 10000 and many of the defeated enemy units drop Military Might Boosts when defeated.

The Skirmish begins at **Position A** where you're immediately besieged by a formation comprised of three Malleteers, a lone group of Sorcerers, and Shullat—a powerful Lancer unit. You want to avoid facing all of them head-on, so pick off the Sorcerers first, then rotate your Swordsmen to the front and use them against the Malleteers. Use Quick March to retreat when necessary, before spending some Military Might to replenish the troops you've lost. Finally, rotate your Malleteers to the front and be sure to use All-Out Assault and any Special Tactics that buff your offense or defense (such as Bai Gon's Rousing Roar) to quickly take out Shullat.

After the event scene, head through the now-opened gate to reach **Position B**. There you'll encounter a Lancer unit, two Malleteers and Nergal—the leader of a special group of Sorcerers. Use your own Malleteers to clobber the isolated enemy Lancer unit near your position, then Quick March around Nergal and dispatch the two enemy Malleteer units in the back with your Swordsmen. If you've already built up your Guts Gauge and have access to your Special Tactics, activate it to take out Nergal and the other Lost Souls with minimal casualties.

The battle is progressing on all fronts, as Queen Nerea and her army are shown engaging with Brineskimmer; call for reinforcements to replenish any lost troops before heading toward **Position C**, past



Special named enemies have a high probability of leaving behind Gold Balls when defeated. Don't be afraid to activate your Shock Tactics during difficult situations, since you're likely going to quickly refill your Guts Gauge!



Lancers can make short work of the burly Swordsmen-type Lost Souls encountered throughout this battle! These enemies are slow and can easily be outrun as well as outmaneuvered, so use this to your advantage!

a second gate. Once there, you'll encounter an easily-dispatched group of Sorcerers, along with a Lancer unit, and three burly Swordsmen-type Lost Souls guarding the pass leading to the Horned one's location.

These intimidating units behave identically to the porcs encountered in previous Skirmishes—making use of their large swords to perform sweeping slashes and leaping strikes. Stay vigilant and be ready to immediately Quick March away if any of them start charging up their devastating ground smash attack. Engage the enemy units individually as you make your way up the pass, using your Lancers (if you have any) to outmaneuver the burly Swordsmen and make short work of them. It's important to never use your Malleteers against these enemies. Lastly, don't neglect to make use of Special Tactics, All-Out Assault, and Shock Tactics when facing Agga: the formidable Swordsman-type Lost Soul at the rear of the enemy formation.



Special tactics such as "Place Guard Post" or "Place Emplacement" can be used to distract the burly Swordsmen-type Lost Souls while you safely take them out!

Move to **Position D**, and approach the Horned One's location to initiate a short event scene depicting Zip Vector's forces clashing with Bastion. The battle is nearing its climax, but you'll need to survive against three incoming waves of enemy units until your allies can destroy the magical barrier preventing you from reaching your objective. Lesser enemy units stream in from the east and west, while more problematic Swordsmen-type Lost Souls always approach from the south.



Save your Shock Tactics for Sisuthros during the second wave at Position D! Combine it with Special Tactics for even better results!

The first wave is quite straightforward and can easily be repelled by positioning yourself near either the east or west entrances and immediately taking out the weaker enemy units as they appear, outmaneuvering the burly Swordsmen unit and tackling it last. Mausinger's army has begun fighting Oakenhart, but you'll need to hold out a bit longer before the barrier falls!

The second wave can be handled using similar tactics, though you'll need to Quick March from east to west to swiftly take out the weaker units while evading the burly Swordsmen duo that entered from the south. One of them is a stronger unit named Sisuthros, and you'll ideally want to eliminate his lesser counterpart before focusing your attention on him. Keep your distance and wait for the burly Swordsmen to perform their leaping strike; close the gap and use All-Out Assault in combination with your Shock Tactic to retaliate.





The towers are beginning to fall, so all you need to do is survive this third and final wave to achieve victory! You'll be facing a lot of Malleteers during this wave, including two special named units—Belit and Ishullana. Use hit and run maneuvers with your Swordsmen at the front, and retreat to replenish your troops when necessary to avoid being overrun. You can even fall back to the second gate near **Position C** if you're really feeling the heat and need some breathing room. This is the time to use up all available resources, so activate your Special Tactics as often as possible and this hard-fought battle will soon be won!

After this victory you'll be ready to challenge the Horned One. Before doing so, consider exploring this small area to grab the useful contents of the few Red Chests located here, as well as activating the Nazcaän Coast trip door. The monsters encountered on this forsaken continent can put up quite a fight, so be careful! It's also possible to board the Zippelin near the coast to pursue optional activities before progressing further.



The monsters encountered on this forsaken continent can put up quite a fight, so approach them with caution.

Skirmish: The Final Fight

The assault meant to weaken the Horned One takes the form of another Skirmish battle titled: "The Final Fight". This is a bit different than previous Skirmishes you've encountered, since, this time, you'll be clashing your armies against the Horned One in a boss fight. Approach this ancient evil when ready, and you'll be taken to the Briefing Menu. As always, use the Bolster Forces Menu to make things easier if needed, and assign as many Malleteer units as possible to your formation; these units deal additional damage to the Horned One, so they prove to be an ideal choice for this battle. This monstrosity is immune to most Special Tactics, so prioritize those that can have a positive impact on own your troops instead—such as Rousing Roar and Rallying Cry.

Not only will you have to contend with the Horned One, but endless waves of Lost Soul units will also join the fray from the east and west. You won't be fighting alone, though, since Pugnacius and Nerea have set up Command Posts at both locations to halt the enemy's advance; these fortifications deploy allied troops that do a good job of keeping the Lost Souls occupied, so spend a bit of Military Might to re-build them whenever they get destroyed.

The Horned One's central glowing core is his weak spot and the only place where he can be damaged. With this in mind, you'll want to position your troops squarely next to the colossus's central core and start hacking away at it. He won't appreciate that, however, so he'll attempt to push you back by swiping with his left forearm; this attack is clearly telegraphed and can be avoided by pausing your offensive and Quick Marching away as he raises his arm. The Horned One also tries to squash you with his right hand, but this attack won't be able to reach you if you're standing next to his core—this is a perfect time to activate your Shock Tactic combined with All-Out Assault to maximize your damage output! Dealing damage to the Horned one refills your Guts Gauge at an accelerated rate, so use your Shock Tactic as often as possible!



When the Horned One enters this stance, go into an All-Out Assault and target his core. Stop your offensive the moment he launches a barrage of dark meteors or lasers, and use Quick March to navigate through the incoming attacks!



Watch out for the sweeping laser beam fired by the Horned One! This attack is capable of wiping out your entire army if you don't move out of its path, so retreat to the very bottom of the arena (or the laser's opposite side) by using Quick March!

Once the Horned One's HP pool reaches the 50% mark, Mausinger and Zip will lend you their aid by deploying a cannon and tower at the bottom of the battlefield. Continue balancing your focus between keeping your fortifications alive, avoiding the Horned One's attacks, and dealing damage to his core. When the colossus becomes sufficiently weakened, he'll start firing a series of smaller laser beams that create a trail of explosions in their wake; weave through the lasers and steer clear of the delayed blasts! Additionally, dark meteors will be launched every time the Horned One performs any of his melee attacks, meaning you'll have to dodge these projectiles while attempting to damage the boss's core. Replenish your troops if necessary, then bring the Horned One to his knees by activating your shock tactics once your Guts Gauge has been filled!

Doloran's Design 9-4

9-4 Doloran's Design

Recommended Lv. 58

The five great nations come together as one, and lower the barrier surrounding the Horned One, enabling Evan and his companions to enter. Now all that remains is to find and face Doloran himself. But they have to hurry—every second they waste, yet more souls are torn from the bodies of innocents all over the world.

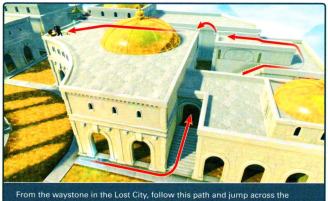
Objectives

01 Find your way into the deepest part of the Horned One!
02 Defeat Doloran!

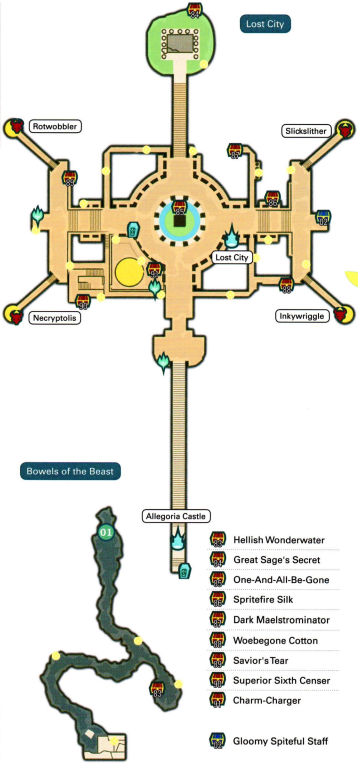
01 With the Horned One weakened, Lofty transforms into his majestic dragon form and carries the group into the Belly of the Beast. After taking a few steps inside, activate the conveniently placed trip door (don't forget to open Red Chest 83 next to it), before heading through the path leading south. Upon reaching what seems like a dead end, use the large stone bricks as makeshift platforms and jump your way to the top!

You'll arrive at the Lost City—a memory of Allegoria given life through Doloran's deepest desires. Grab the Great Sage's Secret from Red Chest 84, then descend the long flight of stairs leading into the city's square. The mysterious affliction which has been plaguing Roland briefly returns, before Doloran appears to snidely welcome Evan and company to his realm. The villain awaits in the castle to the south, but a gate sealed by four tainted crystals blocks the only way inside.

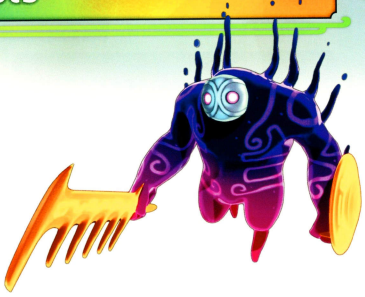
There are no monsters roaming about, so feel free to explore at your leisure—be absolutely certain not to miss any of the treasure chests hidden throughout, since a few of them (namely Red Chests 87 and 91, along with Blue Chest 02) contain particularly powerful gear that can help make the upcoming battles a bit easier! Begin by resting at the waystone, southwest of the main square, then activate the Lost City trip door on the opposite side. You'll encounter a few Wandering Spirits—remnants of the people of Allegoria—as you explore the area; though optional, interacting with them can lead to some interesting bits of lore concerning this Lost City.



From the waystone in the Lost City, follow this path and jump across the rooftops to reach Red Chest 91 containing the incredibly useful Charm-Charger Accessory!



Tainted Holy Beasts



There are four tainted crystals marked as objectives on your map, and interacting with each of them will transport you to a battle against one of the four Tainted Holy Beasts: corrupted versions of the protectors that were said to have once stood watch over Allegoria alongside its Kingmaker. You'll have to dispatch all four of these unique monsters to open the gate and reach Doloran's castle!



Wisdom of the Kingmaker

Don't go gettin' cocky, mun. Rest up at the waystone between all these battles, and head back to Evermore if you need some supplies. These rotters en't messin' about!

The order in which you tackle the Tainted Holy Beasts is completely up to you, but we recommend the following: Begin with Inkywriggle (southeast), followed by Necryptolis (southwest), then Rotwobbler (northwest), and finish with Slickslither (northeast). Defeating one of the Tainted Holy Beasts always rewards you with a powerful piece of equipment, so make sure to immediately equip these items following each battle.

The Tainted Holy Beasts are all variants of bosses you've previously encountered, so most of their attacks will be familiar—with a few new twists thrown into the mix. These bosses all share the ability to summon groups of self-detonating Lost Souls to their side during battle; their exploding minions introduce another layer of challenge and alter the dynamic of the encounters, since they force you to constantly keep track of an additional threat.

These Lost Soul minions don't perform any attacks, but they instead act as bombs— blowing themselves up a few moments after their self-destruct state has been triggered. A red aura envelops them once they've acquired a target and entered this state; run away whenever you see a triggered Lost Soul heading in your direction! You often have a few seconds to quickly defeat these explosive minions just as they turn red; this proves to be a good tactic in certain situations, since it lets you build MP and Zing. Be careful not to overcommit and get blown up, however! Lost Souls are weak to Light-based damage, so any weapon (such as Evan's Sword of Unity) or skill imbued with this element can make short work of them.



Whamster-like Lost Souls stand their ground after being triggered, then launch themselves at their target like cannonballs. Evade out of the way as they leap in your direction!



There are three Lost Soul variants, and each of them has a different self-destruct attack. These goo-like Lost Souls get triggered by proximity and remain fixed to their location until they explode a few moments later.



The pixie-like Lost Souls launch themselves at their target like heat-seeking missiles. These are arguably the most dangerous type, so be ready to evade whenever you spot them coming your way!

Inkywriggle



Recommended Skills			
Party member		Skill 1	Skill 2
	Evan	Flurry	Water Balloon
	Roland	Swathe Cutter	Heavy Ammo
	Tani	Burrowing Bolt	Hail of Arrows
	Batu	Timber-Shiverer	In a Spin
	Leander	Gorgon's Needle	Water Pistol
	Bracken	Health Hub	Reflector Drone

Inkywriggle Details									
Stats	Lv.	Affinity						Res.	HP
	65	—	488	488	488	488	349	High	44370
Elemental Resistances									
	20%	-40%	20%	0%	0%				
Status Resistances	Poison		Freeze		Sleep		Confusion		Petrify
	20%		100%		100%		100%		100%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7		
	—	—	—	—	—	—	—		
Recommended Tactic Tweaker Settings									
Affinity	—								
Element & Status	—								
Arts of War	Dynamism		Brutality		Untouchability				
Rewards									
Darkproof Saint's Mantle ★★★★★									

Preparation

Inkywriggle is weak against Water damage and highly susceptible to being afflicted by the Poison status ailment; equipping weapons with either of these traits can make this fight easier. Tani's enhanced Hail of Arrows—Stinkpot Strike—can prove particularly devastating against this monster. Inkywriggle's attacks are almost exclusively Physical in nature (with the exception of its rock spit which is considered Magic), so equip armor with the highest Physical defense to reduce some of the damage dealt by Inkywriggle's hard-hitting melee strikes. Higgledies with healing skills such as "Higgledy Heal" or "There, There!" can help keep you and your party members in the fight by healing the damage you'll inevitably incur from this monster's tail swipes and slams.

Strategy

This worrisome worm shares many of its basic attacks with the fangfish (and Cetus) you've encountered at earlier points in your journey. Inkywriggle will keep you distracted by summoning Lost Souls, then use its tail to perform a few different swipes or slams from offscreen while you're busy. Avoid utilizing Lock-On, and instead make use of the right analog stick to look around while you're busy slashing away at the monster's body.

Keeping track of Inkywriggle's location and incoming attacks is half the battle; be on the lookout for dust clouds to kick up from the ground, as this lets you know where the worm's body or tail will surface! The Lost Souls present an additional factor to be mindful of during this battle, so you'll want to make sure to either thin out their numbers right away, or wait until they've all self-detonated before resuming your offense.



Inkywriggle often spits a rock at you from a distance while you're busy dealing with the Lost Souls it summons. The best method to prevent being blindsided is to keep the monster in view at all times, then evade sideways as the projectile approaches to avoid it!

Build up your MP and Zing gauges by using melee attacks, then unleash your most powerful skills when a good opportunity presents itself. It's usually best to wait for Inkywriggle to have freshly re-surfaced before spending your MP to cast an offensive skill, since there's a high probability that it'll burrow underground the moment you begin attacking; this can happen quite frequently, so exercising a bit of restraint can go a long way during this fight. It's possible to temporarily knock the monster down by using certain enhanced skills such as Evan's Gale-Force Flurry or Roland's Superheavy Ammo while the worm appears to be idle for a moment. Inkywriggle doesn't gain any new attacks as the fight progresses, so keep using these tactics (as well as healing whenever necessary) and you'll soon be standing on this wriggling worm's carcass.

Necryptolis



Recommended Skills		
Party member	Skill 1	Skill 2
Evan	Cut and Thrust	Sunrise
Roland	Circular Sword	Heavy Ammo
Tani	Burrowing Bolt	Windwhirl
Batu	Strongman Stance	Cannon Shot
Leander	Gorgon's Needle	Water Pistol
Bracken	Health Hub	Reflector Drone



Necryptolis Details								
Stats	Lv.	Affinity					Res.	HP
	65	—	488	488	586	488	488	High	22638
Elemental Resistances								
	0%	0%	20%	-30%	40%
Status Resistances	Poison	Freeze	Sleep	Confusion	Petrify
	50%	20%	50%	0%	50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408
Recommended Tactic Tweaker Settings							
Affinity	—						
Element & Status	Dark						
Arts of War	Dynamism		Eagle-Eyedress		Untouchability		
Rewards							
Shining Flutterby Staff ☆☆☆☆							

Preparation

Necryptolis is weak to the Light element and it's also highly susceptible to Confusion, benefiting from no resistances whatsoever to this debilitating status ailment. A ranged weapon with either Light damage or a chance of inflicting Confusion can make this fight a lot easier. Equip the Darkproof Saint's Mantle obtained from defeating Inkywriggle (if you've been following our recommended order for these Tainted Holy Beast battles) to greatly reduce the Dark damage dealt by Necryptolis' charged attack. The Charm-Charger Pendant found in the Lost City can allow you to regain MP automatically during the battle. Bring plenty of curatives as well as Sixth Censer items to allow you to continue rapid-firing from a distance!

Strategy

Necryptolis's behavior and attack patterns are quite similar to those of the Temper Temple golem; the same familiar tactics used to evade that boss's basic attacks apply here as well. Although Necryptolis doesn't share Temper Temple's affinity for the Fire element, it does carry over its ability to leech MP from its victims by charging up and releasing a dark explosion; this stolen MP is then stored in the large crystal on Necryptolis's back, and when enough has been absorbed, the automaton enters into a frenzied state.



The large crystal on Necryptolis' back indicates the current state of its frenzy gauge. It starts off an emerald green color...

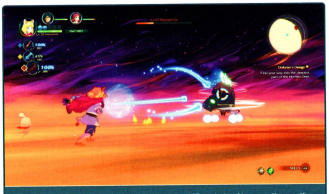


...but grows brighter as more MP is leeched, until the crystal sparkles to signify that Necryptolis has entered its frenzied state! Get ready to evade, as a barrage of mystic orbs and flying knuckles will soon be headed your way!

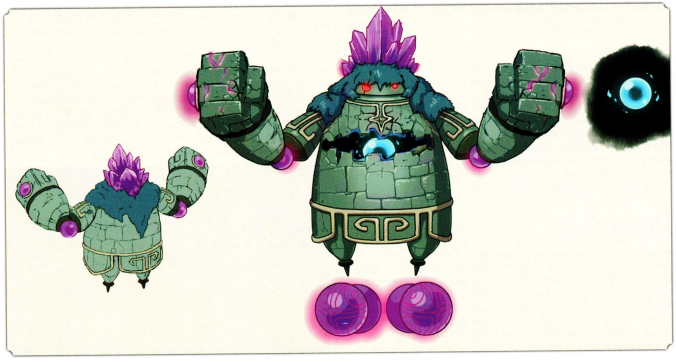
The central strategy of preventing the dark explosion from ever successfully being unleashed is much more difficult to execute here for one major reason: The Lost Souls summoned by Necryptolis introduce an element of randomness that makes it very difficult to consistently break through its charged attack. You're often thrown out of position as you're forced to evade these minions, and as a result, the golem ends up being out of your reach when it starts gathering energy. To complicate things further, Necryptolis's explosion can steal MP from nearby Lost Souls, which makes it nearly impossible to plan your strategy around restricting the automaton from entering its frenzied state.

Ranged attacks are a good option during this fight, since the golem's low HP pool means you can put a serious dent in it by simply firing away from a distance. By keeping your distance, you also stand a much better chance of avoiding Necryptolis's dark explosionand are able to keep an eye on the Lost Souls before they become a threat. Weave through the mystic orbs launched in your direction and keep your party members alive through the use of healing items whenever necessary. Don't forget to activate your Higgledies' Special Orders when the opportunity presents itself while you chip away at Necryptolis's HP!

The golem's attack pattern while frenzied is nearly identical to the one used by Temper Temple, with volleys of mystic orbs coming your way, followed by back-to-back flying knuckles; keep your distance and evade multiple times as the projectiles head in your direction (switching sides after each volley), then rush in to deal some damage while Necryptolis is briefly incapacitated. The automaton concludes its frenzied state by turning into a spinning top and whirling around before finally exhausting itself and reverting back to its normal behavior. Use this opportunity to deal as much damage as possible and you'll soon have cleansed another tainted crystal!



Use Sixth Censer curatives to replenish your MP and give Necryptolis a swift beatdown by focusing strictly on using ranged attacks. Dash shots can help you finish the job if you ever run out of MP!



Rotwobbler



Recommended Skills			
Party member	Skill 1	Skill 2
Evan	Cut and Thrust	Flurry
Roland	Circular Sword	Heavy Ammo
Tani	Burrowing Bolt	Windwhirl
Batu	Strongman Stance	In a Spin
Leander	Spark Spike	Spark Shower
Bracken	Health Hub	Reflector Drone

Rotwobbler Details									
Stats	Lv.	Affinity						Res.	HP
	65	—	488	488	488	488	488	High	32598
Elemental Resistances									
	0%		40%		-20%		0%		0%
Status Resistances	Poison		Freeze		Sleep		Confusion		Petrify
	100%		100%		70%		100%		70%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7		
	90	150	210	300	360	450	510		
Recommended Tactic Tweaker Settings									
Affinity	—								
Element & Status	Confusion								
Arts of War	Dynamism			Durability			Untouchability		
Rewards									
Ferocious Gaudy Galoshes ☆☆☆☆☆									

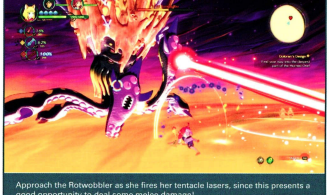
Preparation

Bring weapons and skills imbued with the Wind element to this fight since Rotwobbler is vulnerable against that element; conversely, you'll want to avoid equipping anything dealing Water damage, as most of it would be negated. The Darkproof Saint's Mantle armor rewarded for defeating Inkywriggle also serves you well here and helps reduce both the Physical and Magic damage dealt by Rotwobbler's attacks. Poised or Perfectly Poised Pendants can protect you against the Confusion status inflicted by this monster's charged attack explosion, and Confusion-Be-Gone or All-Be-Gone items can remove this status ailment when in a pinch!

Strategy

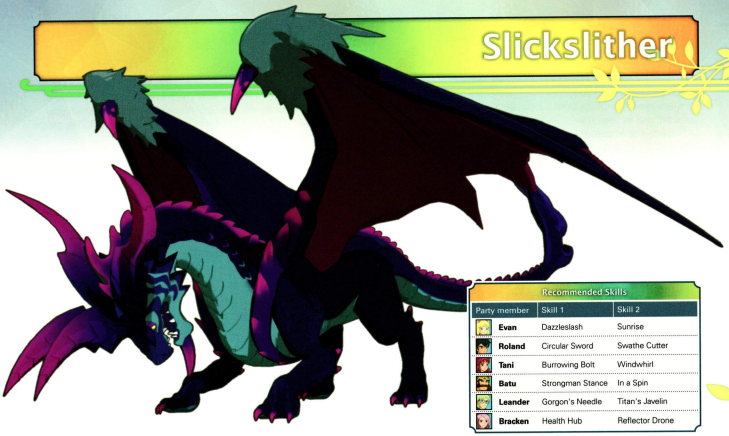
Rotwobbler is for all intents and purposes a clone of the Jelly Queen boss you've fought previously. The exact same tactics apply here, and the only significant difference comes in the form of the Lost Souls which join the fray when Rotwobbler claps its tentacles together. It's possible to fight this monster using either ranged attacks and skills, while keeping your distance, or by weaving through its lasers and tentacle slaps to close the gap before letting loose some melee attacks of your own. Do your best to build up both your MP and Zing gauges (the Lost Souls prove to be useful for that purpose!) in anticipation of Rotwobbler's charged attack explosion.

Once Rotwobbler's HP pool reaches the 50% mark, it'll curl up and start gathering energy in preparation for its confusion explosion. Performing a charge break by using enhanced skills is the best way to avoid it, as it rewards you with an opportunity to deal even more damage while the giant jelly is stunned. The Lost Souls can sometimes interfere while you try to do this, however, so it's sometimes best to simply gain as much distance as possible from Rotwobbler as it's charging up to avoid the explosion. Heal up your party members following this charged attack explosion, as they're unlikely to have evaded it! This jumbo jelly isn't particularly sturdy, so keep attacking and you'll soon be one step closer to breaking the seal on blocking the way to Doloran's castle!



Approach the Rotwobbler as she fires her tentacle lasers, since this presents a good opportunity to deal some melee damage!

Slickslither



Recommended Skills		
Party member	Skill 1	Skill 2
Evan	Dazzleslash	Sunrise
Roland	Circular Sword	Swathe Cutter
Tani	Burrowing Bolt	Windwhirl
Batu	Strongman Stance	In a Spin
Leander	Gorgon's Needle	Titan's Javelin
Bracken	Health Hub	Reflector Drone

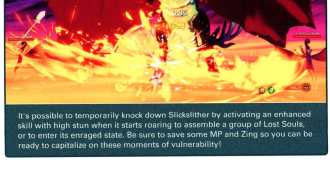
Preparation

Slickslither is quite weak to attacks imbued with the Light element, so the Shining Flutterby Staff obtained from defeating Rotwobbler is a great fit for either Evan or Leander during this battle. Evan's collection of Light-based skills make him a great choice against this monster, but equipping any character with weapons dealing Light damage also does the job nicely. Focus on raising both your Physical and Magical defense by equipping armor with balanced parameters, while increasing your Wind resistance through accessories or Food Buffs. Higgledy Heroes with the "Tick, Tock" skill can be a good addition to your roster since Slickslither will likely kill all your Higgledy followers with its deadly tornado attack. This skill allows your Higgledy Heroes to automatically regain some of their lost followers.

Strategy

Outside of its ability to summon Lost Souls with a mighty roar, Slickslither behaves in a manner identical to the windwyrms you may have previously encountered during your travels (and it also shares a large number of attacks with the Incineraptor boss seen in Cloudcoil Canyon). Watch out for both its grounded rush and its aerial swoop, as Slickslither uses these moves quite often; evade sideways just before the wyrm reaches your position to avoid getting crushed! Try to stick to Slickslither's side, near its hind legs, and build up your MP and Zing gauges during the initial portion of the fight. Its tail whip has a hard time hitting you from this position, though you'll still have to be cautious of it; the wyrm lowers its head before striking with its tail, so get ready to evade whenever it does this.

Slickslither Details									
Stats	Lv.	Affinity						Res.	HP
	65	—	684	488	684	488	488	High	55417
Elemental Resistances									
	0%		0%		40%		-40%		0%
Status Resistances	Poison		Freeze		Sleep		Confusion		Petrify
	50%		50%		50%		100%		50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7		
	—	—	—	—	—	—	—		
Recommended Tactic Tweaker Settings									
Affinity	—								
Element & Status	Wind								
Arts of War	Dynamism			Brutality			Untouchability		
Rewards									
Happy Crystal Robes ★★★★★									



It's possible to temporarily knock down Slickslither by activating an enhanced skill with high stun when it starts roaring to assemble a group of Lost Souls, or to enter its enraged state. Be sure to save some MP and Zing so you can be ready to capitalize on these moments of vulnerability!

Be mindful of the Lost Souls the wyrm calls as backup, since they can be problematic if you ignore them; either play it safe and wait for them to self-detonate from a distance, or attempt to thin their numbers just as they spawn. Try to build up your Zing gauges on the Lost Souls if at all possible, since you'll want to have at least one fully stocked weapon at the ready to capitalize on a golden opportunity during a later point of the fight.

Once Slickslither's HP pool reaches the 80% mark, it'll enter a Wind-infused enraged state; new moves are added to the wyrm's repertoire, and you'll now have to deal with a constant deluge of lightning bolts raining from above as it attacks. It's best to keep your distance while Slickslither is enraged, and to ride out the storm by evading its attacks until it gets exhausted! In this enraged state, Slickslither gains the ability to spit out a shock spike whenever you're within its field of vision; this projectile generates a small explosion followed by a few lightning bolts as it hits the ground or connects with a target. Evade to the side as the shock bolt approaches and steer clear of the point of impact! Slickslither's tail whip becomes particularly lethal once the beast is in this state, so be extra careful when you're within range of this attack!



Watch out when Slickslither appears to remain still for a moment, since it's preparing to fly backwards before launching a gust of lightning bolts in front of its position. Keep your distance because this attack is extremely dangerous!

Slickslither will soon take to the skies and call forth a large tornado surrounded by a field of lightning bolts. A strong wind pulls you toward the eye of the storm, so keep evading in the opposite direction and wait for the weather to clear; this attack decimates your Higgledy followers and is also likely to take out your party members— be sure to revive the latter if necessary and restore their HP with a few curatives. Shortly following this deadly storm,



You can also score a knockdown on Slickslither by using an enhanced skill with a high stun rating once it exits its enraged state and becomes exhausted!

Slickslither will run out of steam and revert back to its normal state; now's your chance to hit the wyrm with enhanced skillsto score a guaranteed knockdown! Use Sixth Censer items to replenish your MP if needed, and switch to a weapon with a maxed-out Zing gauge before activating your skill.

Once Slickslither comes crashing down, blitz it with your most powerful skills and deal as much damage as you can before it regains its composure. It will soon enter another enraged state, so you'll have to wear the beast down using the same tactics until the wyrm is put to rest and the tainted crystal has been cleansed.



02 The seal is broken and the way to Allegoria Castle now lies open! Following an important cutscene, you'll find yourself in front of the castle's entrance where you can activate the Allegoria Castle trip door and rest at the waystone before entering. This is your last chance to turn back before the showdown with Doloran, so stock up on supplies and make your preparations before stepping foot inside; traverse through the many doors until you finally arrive at the villain's inner sanctum…



Return down the large staircase leading up to the castle and speak with this Wandering Spirit to learn some backstory about the King's Cradles and Kingmakers!

Doloran the Arcane
Ruler of a Revenant Realm



Wisdom of the Kingmaker

Cor, them lost souls Doloran summons en't half a nuisance, eh? Watch out for when they turn red—that means they're about to go boom! You can either run for it, or stick around and try to delay the big bang by clobberin' 'em with heavy attacks—well worth it with some of the bigger ones, since they're easy to hit. If that en't youer style, you can try takin' 'em out right when they spawn with Cut Loose or another ability that deals damage over a wide area instead!

Recommended Skills

Party member	Skill 1	Skill 2
Evan	Cut and Thrust	Floodlight
Roland	Circular Sword	Swathe Cutter
Tani	Burrowing Bolt	Windwhirl
Batu	Strongman Stance	Tooth-Rattler
Leander	Gorgon's Needle	Titan's Javelin
Bracken	Health Hub	Reflector Drone

Doloran the Arcane Details

Stats	Lv.	Affinity					Res.	HP
	68	—	613	511	613	511	511	Extreme 48399
Elemental Resistances								
		20%	20%		20%	0%		20%
Status Resistances		Poison	Freeze		Sleep	Confusion		Petrify
		100%	100%		100%	100%		100%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	260	408	
Recommended Tactic Tweaker Settings								
Affinity	—							
Element & Status	Dark		Fire		Water			
Arts of War	Dynamism		Untouchability		Brutality			

Preparation

Doloran has no explicit weaknesses, though he doesn't have any resistances to attacks dealing Light elemental damage. Evan with the Sword of Unity and the Shining Flutterby Staff proves to be a formidable match against the snake-headed villain. Be sure to equip the armor pieces you obtained as reward for defeating the four Tainted Holy Beasts. Doloran's whip attacks cause Physical damage, but the rest of his offensive repertoire consists of Magic dealing attacks imbued with various elements. Big Cheese Cake Food Buffs can provide resistance against all elements, and Nixaway Necklaces help protect you against this debilitating status ailment. Bring a full stock of supplies, with plenty of Sixth Censers, Angel's Tears, and Three-Leafed Clovers!



Doloran always performs one of his melee attacks after gliding toward you, so pay attention to this very important cue and react accordingly!

Strategy

Doloran doesn't remain still for very long and always teleports away after completing an attack; Lock-on to him to keep track of his location as he darts around the battlefield. His offensive repertoire is quite varied, and the punishment for failing to properly evade his attacks is severe. Watch your HP supply and be sure to heal often!

The masked villain often strikes with a pair of sweeping whip-like attacks before finishing his combo with an overhead slam or thrusting snake bite. The range of all these attacks is huge, so attempting to retreat isn't a good idea. Instead, evading through both initial sweeping attacks—directly toward Doloran—proves to be the best means of avoiding them; the timing required is a bit tricky, however, since Doloran pauses for a split second between each strike. It's

possible to score some hits after successfully evading through both his sweeping strikes, as the overhead or thrusting attack that follows will miss you if you're positioned to his side or behind him. If evading these attacks proves too difficult, blocking (and especially perfectly-timed blocks) can at least allow you to mitigate some of their damage.



Watch out when Doloran assumes this ready stance! He'll soon use his shadowy snake to unleash a devastating overhead slam—evade sideways just as he leaps!



Doloran often taunts you by laughing after performing an attack. Use this opportunity to retaliate with a powerful skill while he's vulnerable!

Doloran can also perform a circular snake strike capable of dealing tremendous amounts of damage in a 360-degree radius; this attack is signaled by a coiled umbral snake manifesting itself above the villa's wand. The range of this circular strike isn't quite as far-reaching as Doloran's other melee attacks, so retreating is usually the safest way to avoid it. Blocking can help greatly mitigate the damage incurred from this sweeping attack when Doloran unleashes it from a position that leaves no room for escape.

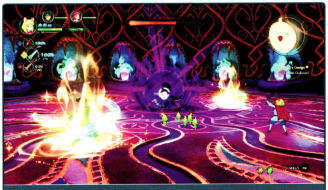


Getting hit by Doloran's dark wind spell will knock you down and has a high chance of inflicting the Nix status ailment. Be quick and move out of the spell's range as soon as the purple particles appear!

Outside of his melee attacks, watch for Doloran to clutch his wand with both hands; immediately distance yourself from him whenever he does so, as this indicates that he's about to cast one of three highly dangerous elemental spells. There's a small window of opportunity to use ranged attacks against Doloran as he prepares to cast a spell, but stay alert since there's no way to predict which of the three potential attacks is coming up next! His dark wind spell generates a tunnel of purple particles directly on your position; these particles are harmless, but they highlight the area that will soon be swept by a surge of dark energy. This attack can be avoided by quickly evading forward or backward, outside of the tunnel defined by the swirling particles.

The arcane pillars spell calls forth two large cyclones of swirling blue flames; the best defense against this attack is to simply keep your distance from Doloran whenever you see him clutch his wand to ready one of his spells. Arcane pillars can kill you in an instant and track your movement quite accurately, but this is balanced out by their short lifespan— if you're caught off guard, retreat as quickly as possible (by evading multiple times) and wait for the pillars to dissipate before making your next move.

Doloran's glacial spires spell conjures a series of icy spikes from the ground beneath you; there's a high probability that you'll be Frozen if struck by an erupting glacial spire, so stay mobile and navigate your way through the white circles representing the spires' points of impact to avoid them. You'll need to evade toward safe ground whenever the white circles form in a tight cluster beneath your position—simply moving away won't work under those circumstances.



You'll likely have to revive your party members during the course of the battle as Doloran's sweeping attacks and powerful spells can quickly take them out. Try to revive them just as he readies his charged attack explosion, so they can help you break his barrier!

Once his HP pool has been reduced to 70%, Doloran teleports to the center of the room and shields himself as he readies a charged attack explosion. This is Doloran's most dangerous attack and can often wipe out your entire party if you don't perform a charge break in time; even if you do manage to survive the blast, there's also a good chance you'll be inflicted with the Nix status ailment. To make matters worse, endless waves of Lost Souls join the fray to protect their master and prevent you from disrupting his incantation. Ignore them and immediately move into melee range before using your most powerful skills against Doloran's barrier; refill your MP by us-

ing Sixth Censer items if needed (or light attacks when items aren't available) and keep using skills until the barrier has been shattered. This will leave Doloran dazed for a moment and gives you an opportunity to turn the tables!

Following this, Doloran gains the ability to summon a group of three Lost Soul minions to his side; their type is randomly determined, but they behave in the same fashion as the Lost Souls previously encountered during your battles against the Tainted Holy Beasts. Doloran calls forth these minions by clutching his wand just as he does when casting his other spells, although, in this case, the process is much lengthier—rush in once you've confirmed that he isn't casting one of his offensive spells, then use this opportunity to deal some serious damage and eliminate the newly-spawned Lost Souls in the process.

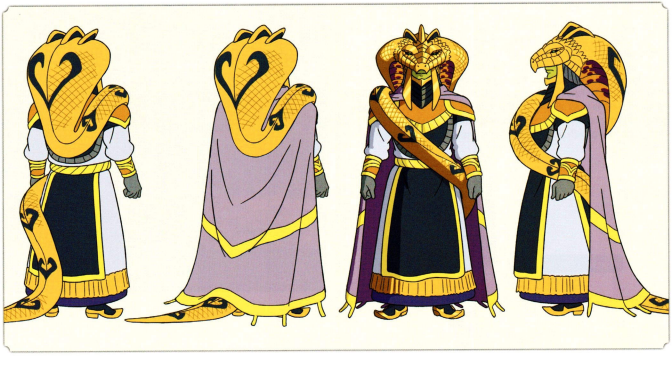


The Lost Souls summoned by Doloran display a red aura when they're ready to detonate. Striking these minions with Heavy attacks can prevent them from exploding, but be sure to evade when that's not an option!



You'll take damage if you're near Doloran when he rises into the air; this is difficult to see coming but it's possible to evade away as soon as he lowers his wand as shown here. Make sure to always heal up so this surprise attack doesn't prove fatal!

At this stage, Doloran rises into the air and repeatedly bombards you with a series of offensive spells. Ensure that the camera remains locked-on and focus on evading his incoming barrage of spells while using dash shots to deal some damage as he levitates out of melee reach. He'll revert back to his regular tactics after landing, though be mindful of the overhead slam he now performs after his circular snake strike; you should always be ready to evade sideways following his 360-degree sweeping attack! He'll ready another charged attack explosion when on his last legs, so focus all your efforts on interrupting the incantation using the same strategy previously outlined and take Doloran down once and for all!



9-5 Allegoria

9-5 Allegoria — Recommended Lv. 60

Doloran teaches the friends a surprising truth: All that lives in this world is tied to all that lives in Roland's. And Roland's soul is the twin of Doloran's—if one dies, so, too, does the other. Even knowing this, Roland vows to fight on, and to work with Evan to drive Doloran's evil from the world.

Objectives
01 Restore peace to the world!
02 Crush the Horned One and save the world!

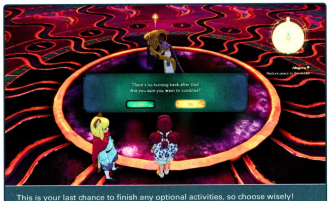


Allegoria Castle

01 Just as hope starts to fade, the desperate clash between the armies of the five kingdoms and the seemingly endless horde of Lost Souls suddenly ends; it appears that Doloran's defeat has caused the Horned One to become dormant and the Lost Souls to return to their original form. Has the world finally been saved?

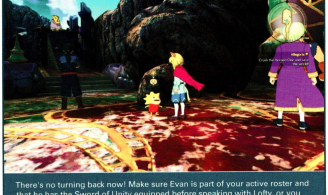
Important!

Speaking to Doloran in the Ceremonial Chamber will prompt you to proceed past the point of no return. If you choose to progress past this point, then you won't be able to return here or complete any optional activities until after the game has been completed. The final boss awaits beyond, so return to a waystone and save your game before making any necessary preparations. When absolutely ready to fulfill your kingly destiny, speak with the defeated Doloran in his inner sanctum!



This is your last chance to finish any optional activities, so choose wisely!

02 Doloran attempts to free his beloved Alisandra but instead ends up releasing the Horned One's true form; the beast then creates a tear in the very fabric of existence before flying away into the dimensional rift in which Allegoria was banished long ago. Speak to your party members (and the sulking Doloran up the stairs) to hear their thoughts before interacting with Lofty when you're ready. If Lofty refuses to take you, verify that Evan is currently assigned to your active roster and that he's also wielding the Sword of Unity before speaking with your Kingmaker again to depart for the final battle!


There's no turning back now! Make sure Evan is part of your active roster and that he has the Sword of Unity equipped before speaking with Lofty, or you won't be able to proceed to the final boss fight!



Allegoria Castle

The Horned One
Kingbreaker



The Horned One Details

Stats	Lv.	Affinity						Res.	HP
	72	—	526	526	526	526	526	Immune	146700
Elemental Resistances									
	30%		30%		30%		-40%		30%
Status Resistances	Poison		Freeze		Sleep		Confusion		Petrify
	100%		100%		100%		100%		100%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7		
	—	—	—	—	—	—	—		

Recommended Tactic Tweaker Settings			
Affinity	—		
Element & Status	Dark	Water	Wind
Arts of War	Dynamism	Untouchability	Brutality

Recommended Skills

Party member	Skill 1	Skill 2
Evan	Dazzleslash	Lifeline
Roland	Circular Sword	Swathe Cutter
Tani	Burrowing Bolt	Bird's-Eye Bolt
Batu	Strongman Stance	Tooth-Rattler
Leander	Stone Slinger	Titan's Javelin
Bracken	Health Hub	Reflector Drone

Wisdom of the Kingmaker



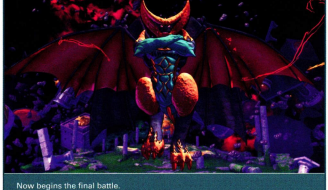
Flippin' heck, mun! Can you feel that? Buzzin', I am! Buzzin, I tell you! When you see a golden circle appear around me, run up and hold Ⓧ and I'll lend you some o' the old Lofty magic! Youell be awakened in no time flat! And I'll keep doin' it too, so keep an eye on me, en't it! I can only give you a bit of power at a time, but it'll soon add up!

Preparation

The Horned One is weak against Light and the Sword of Unity deals extra damage on top of that against him; equip the Shining Flutterby Staff on Evan and be sure to assign the Dazzleslash skill if he's reached level 60. You'll want to focus entirely on raising your Magical defense since none of the Horned One's attacks deal Physical damage. Increasing your resistances against Fire, Water, Wind, and Dark is useful so it's worth purchasing a few Big Cheese Cake Food Buffs to go along with your full supply of healing items. Pick Higgledy Heroes that have the "Smite Right!", "Crit Hit!", "Hard Guard!" or "Sonic Tonic!" Awakening skills if possible, since you'll be spending a lot of time in that state. Evan's Floodlight skill can help your party members stay alive, so it's also worth assigning to your skill palette.

Strategy

The Horned One will prove to be both a test of skill and endurance, since this boss has by far the largest HP pool encountered in the game and won't go down easily! Evan wields the legendary Mornstar during this fight, and this evil-busting weapon deals bonus damage to the Horned One; because of this, controlling Evan is generally recommended, though it isn't a requirement.



Now begins the final battle.

Use healing items to keep your party members alive, but make sure to ration your supplies since this is a lengthy battle! Always keep an eye out for your tiny Kingmaker's location during this boss fight; absorbing his special Lofty Magic by holding ⊗ will fill up some of your Awakening Gauge which lets you enter the Awakened state many times during the course of the fight if you're diligent about following Lofty!



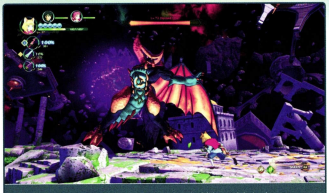
Keep track of Lofty and hold ⊗ when inside the golden circle that surrounds him to charge up your Awakening Gauge! You can only absorb a bit of energy before he moves to a new location, so follow his movements and focus on charging up until you enter the Awakened state!

1st Phase

The Horned One teleports around the arena in a manner similar to Doloran, so lock-on to easily follow his movements. The initial portion of the battle is relatively straightforward, with the Kingbreaker making use of a limited offensive repertoire. He often leaves himself vulnerable by crossing his arms and taunting you following an attack or after teleporting; take advantage of his arrogance by unleashing your most powerful skills or refilling your MP and Zing gauges with light attacks during these moments.

The Horned One uses his giga smash at close range—gathering dark energy in his right fist before slamming it into the ground with incredible strength; this generates a medium-sized energy blast around the point of impact and deals severe damage. Evade backwards multiple times as soon as you see him pull his right fist back, since this is one punch you certainly don't want to get walloped by! Retaliate with a few ranged attacks while the boss recovers to deal a bit of damage!

Four dark orbs can be summoned by the Kingbreaker before consecutively being launched at his targets—serving as his ranged attack. Moving sideways is often enough to dodge these projectiles but evading just before an orb reaches your position is sometimes necessary to get clear of the blast radius. Individual orbs are often aimed at different targets, so stay alert even when the first projectiles appear to be exclusively targeting your party members. Getting hit by a dark orb will knock you down, so perform a quick recovery to avoid any potential follow up orbs from causing more damage.



The Horned One uses dramatic poses to signal which attack he's about to unleash—and learning to recognize each of them is essential! Watch out for his giga slam when he stretches out his left hand and pulls back his right fist!



Prepare to evade the dark orbs he generates after curling up in a ball then exploding outwards!



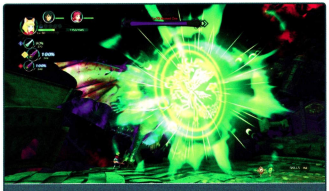
He'll summon spectral arms each time he twists to the side and contracts his body for a moment!

The final attack used by the Horned One during the initial portion of the battle consists of him summoning a pair of giant spectral arms to either swipe or slam down in front of his position. These ghostly appendages won't be able to hurt you if you position yourself directly next to the boss—allowing you to retaliate with impunity. In situations where there's no time to dash up to this blind spot, simply keep your distance until the Horned One has completed the attack.

2nd Phase

Once the Horned One's HP pool reaches the 70% mark, he activates a tainted barrier that is represented by a newly-replenished HP Gauge (now purple in color). The Kingbreaker remains stationary and is open to attack as this happens, so rush in and deal as much damage as possible before he becomes a threat again. Evan's enhanced Cut and Thrust or Dazzleslash Abilities paired with the Sword of Unity are both good options in this situation.

When the Horned One regains his composure, he'll teleport to the center of the arena and a glyph representing one of the four previously defeated Kingmakers will be displayed in front of him; this temporarily gives the boss access to new attacks mimicking those used by that specific Kingmaker—which he'll perform before swapping to another glyph. The order in which each of the four glyphs are cycled through is always the same: beginning with Longfang (red), followed by Brineskimmer (blue), then Bastion (purple), and finally ending with Oakenhart (green) before the cycle endlessly repeats until the barrier has been destroyed.



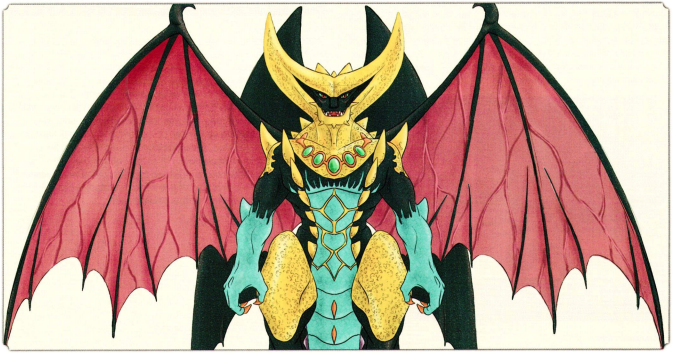
Pay attention to the glyphs appearing in front of the Horned One when his barrier is active, since they'll let you know which of the four Kingmakers the boss will mimic next! Most of the following attacks contain a safe spot, so head there while the boss activates his next glyph!

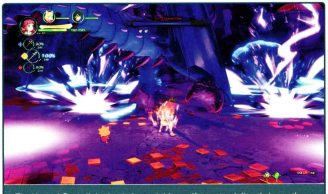
Drawing power from Longfang's glyph, the Horned One stands in the middle of the arena and summons a shower of red-hot rocks that crash-land on the platform's surface; these rocks explode a few seconds after landing and deal significant damage to anything caught within their small blast radius. You can easily avoid both their point of impact and explosions by positioning yourself directly beneath the Horned One; this acts as a safe zone and doubles as a perfect opportunity to safely take out a chunk of his barrier while the rocks clear out! Destroying the red-hot rocks before they detonate always releases some Higgledy Balls, so smash a couple of them whenever you need to replenish your Higgledy follower counts.

Following any of his glyph-based attacks, the Kingbreaker sometimes teleports outside the battlefield's boundaries to charge up a massive laser beam; it's still possible to move around during this short event scene by using the left analog stick. The beam is always fired directly in front of the Horned One's location, so get a head start by moving out of the way before the camera returns to normal! Blocking can be used as a last resort to help mitigate some of the damage caused by the beam if you find yourself cornered with no time to clear its blast radius. This attack is added to the Horned One's repertoire from here on out, so expect to see it relatively frequently.

Next up, the Horned One teleports back to the platform and activates Brineskimmer's glyph. You'll have to evade four consecutive ice beams that are fired consecutively from different locations surrounding the boss's position. Their points of origin can be spotted by the little ice cloud that briefly appears before a beam is fired from that spot. Distance yourself from the Horned One and use the right analog stick to pinpoint the exact location from which each beam originates before evading sideways as they individually sweep by!

The Horned One teleports to the center of the arena yet again, and this time he activates Bastion's glyph. The upcoming attack consists of multiple lightning bolt formations in the shape of concentric circles that directly surround the Kingbreaker's location before extending farther out. Hurry and position yourself directly below the boss





The Horned One's lightning bolts can't hit you if you stand directly beneath him while Bastion's glyph is active!

before the attack gets a chance to start; this is a safe spot against the lightning bolts he summons—from there, you can freely slash away at his barrier for the remainder of this attack. Your goal should always be to head toward this pocket of safety in situations where you're forced to evade the rings of lightning bolts he calls down.

Oakenhart's glyph is activated once the Horned One returns to the platform; he uses this power to send out three waves of vines bursting from the surface in evenly-spaced rows. Getting behind the boss allows you to safely avoid these and hack away at his barrier until he finishes the attack. You'll have to weave through the alternating rows of projectiles to avoid taking damage if you haven't already reached this safe spot before the vines start coming your way.

3rd Phase

Soon enough the Horned One's barrier will be smashed, and a floating dark crystal will emerge from his chest. This hovering crystal occasionally shoots a small purple beam in your direction; it proves to be more of a distraction than a serious threat, but it's best to take it out as quickly as possible. Lock-on and use ranged attacks (or melee when it comes within range) to destroy it. From this point onward, the Horned One can make use of a new dark blast attack; this large explosion originates from a purple orb that is summoned above its target. Dark blasts are easy to dodge—simply move or evade out of the attack's radius once the orb appears overhead. Stay alert, however, since the explosion can easily catch you off guard when you're busy performing other actions!

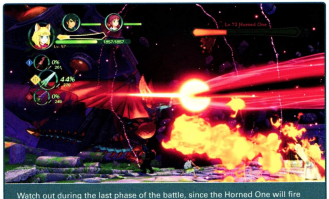


Floating dark crystals are released from the Horned One's body after his barrier has been depleted. Lock-on and use dash shots to quickly destroy them. Watch out for their occasional laser beams though!

The Kingbreaker activates another barrier once his HP pool reaches the 40% mark, but at this point, all his attacks are much faster! The Oakenhart glyph begins the cycle this time, but the order in which they rotate remains identical. Since the Horned One's attacks are quicker in general, make sure to head directly for the safe spots previously described whenever applicable; getting in position before the boss begins his next attack can make this section of the battle much easier! Some of the patterns for these attacks are slightly different but the same strategies used when he first activates his barrier apply here as well. Three floating dark crystals emerge from the Horned One's body once this latest barrier has been demolished; take them out as quickly as possible since they attack more frequently and can become a problem if left unchecked.

4th Phase

The Horned One reverts back to his regular attacks at this stage, but he's much faster, so be careful! Reviving your party members is a good idea if you still have access to the necessary supplies— and remember to continue building your Awakening Gauge whenever the opportunity presents itself. Casting Evan's Floodlight spell can help keep your allies in the fight longer, so make use of it and persevere until you've full depleted the Horned One's HP pool.



Watch out during the last phase of the battle, since the Horned One will fire another massive laser beam after the first! Use your infinite MP to sling some ranged attacks or spells in his direction while you evade the lasers!

There's no time to rejoice once this happens, unfortunately, since the Kingbreaker instantly activates yet another barrier and saves himself… Things are looking dire, but Evan's conviction strengthens his Kingsbond with Lofty, who consequently becomes powerful enough to place your entire party into a permanently Awakened state. The Horned One's final barrier is quite sturdy, and his attacks are even more dangerous, but use the same tactics described above while unloading your most powerful skills to break through it! Don't let the triumphant music make you overconfident, however, since the Awakened state does not mean you're invincible! The Kingbreaker's purple core is released from his chest and becomes vulnerable once his final barrier has been depleted; smash it into smithereens to triumph over this ancient evil!

Post-Game Content

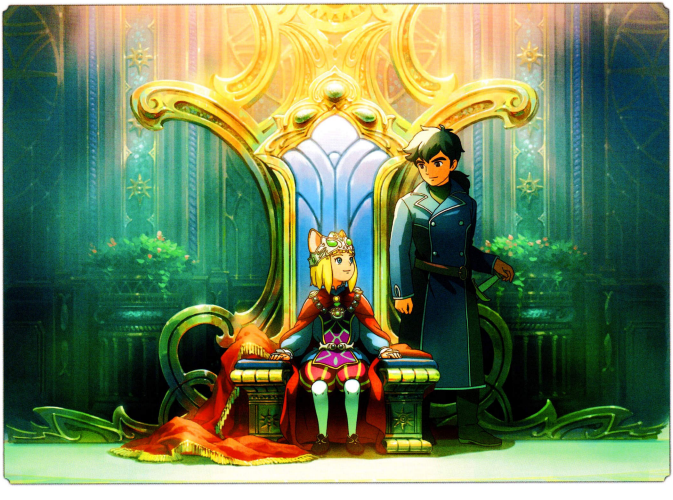


Reloading a completed save file will net you a few new Leafbook posts, each indicating the opening of a few Side Quests.



You are now free to catch up on any unfinished activities and Side Quests too!

Congratulations, as you've now completed the game! You'll be rewarded with the Robes of Unity (an outfit for Evan) and the opportunity to create a completed save file. These save files are marked by a golden star and unique post game content becomes accessible at this point. You'll be taken to Doloran's inner sanctum in Allegoria Castle, directly before the point of no return once you choose to load this file. All your progress carries over, including Side Quest and kingdom progression—aim for 100% completion!





Part 5 Side Quests & The Taskmaster



Evan is the kind of king who doesn't mind getting his hands dirty, or gooey, if it means recruiting new citizens or getting to know his new subjects. Completing Side Quests will bring your kingdom to life as new citizens bring their expertise to its facilities and populate its streets—this chapter will be your essential guide to putting the right people in the right places.

Side Quest Overview

Side Quests are like mini-adventures which reveal the stories of the inhabitants of Ni no Kuni II's world. Evan will meet a lot of new people on his travels and will often wind up recruiting them as citizens of Evermore. In this section you'll learn about how these quests work and how to get the most out of your time trying to track and complete each one.

Side Quests and Evermore

Your first introduction to Side Quests will be during Chapter 4 of the Main Story. Progressing in the Main Story requires you to complete a few Side Quests, and after doing so it will be up to you whether or not to seek out further Side Quests. These are almost entirely based around getting to know new people and helping the kingdom of Evermore grow. 143 of the 175 Side Quests have a citizen as a quest reward, or are acquired from within the kingdom after a citizen joins Evermore. Many Side Quests that don't result in gaining a new citizen often have rewards related to improving one of the kingdom's facilities, or will be required for later citizen quests to become available. Side Quests that have nothing to do with the kingdom at all, directly or indirectly, are a very small minority.



The blue exclamation mark icon on the in-game map shows you the location of a client with a Side Quest that you can initiate.

As you gain more citizens, they'll unlock Kingdom Quests in Evermore that reward Kingsguilders, which is the currency required to build and upgrade the kingdom's facilities, and these facilities will help you complete later Side Quests. As the kingdom grows, so too will your speed of acquiring citizens for it; Side Quest objectives will be completed automatically due to the resources your citizens are constantly producing for you. Some Side Quests task you with defeating powerful enemies that can be easily felled by utilizing the crafted equipment, discounted consumable items, and spell upgrades that become available as the kingdom prospers from the constant influx of fresh citizens. Eventually, all roads will lead to Evermore.

Swift Solutions Taskmaster

Even the Taskmaster, a source of citizens and rare items for quest objectives, benefits from your kingdom's massive production power! With a vast stockpile of free items to tap, you can immediately complete and hand in many of the Errands in the Taskmaster's list to gain the Tokens of Gratitude needed to recruit citizens or purchase any rare items you might need.

If you ignore your kingdom, many Side Quests will be quite difficult to complete when you first find them. You'll need to wait until you reach later chapters, or hope to find the items you need from monsters and foraging points. Before the kingdom is fully operational, some of the Side Quests suggest fighting enemies in the world. Later on, you'll almost always have access to easier and more reliable solutions. Some Side Quests are even impossible to complete without an upgraded kingdom.

Given the tight interconnection between these two aspects of the game, our guides to many of the Side Quests have been written under the assumption that you'll be upgrading the kingdom as you go. Where possible, alternative sources are provided, but they are not always available. If an alternative option becomes available in a later chapter (or from a much later kingdom upgrade), then it'll be mentioned as a last resort.

We often provide page references linking to the appropriate parts of the Kingdom of Evermore chapter. For later quests, especially for frequently-mentioned kingdom facilities, the page references are sometimes omitted as assumed knowledge, but you can always flip to P88 for a refresher if you ever need it.

Quest Types

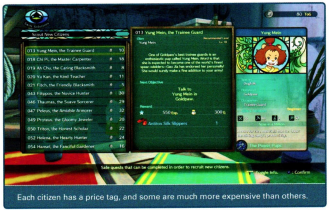
There are three types of Side Quests in Ni No Kuni II: Citizen Acquisition Side Quests, Evermore Kingdom Side Quests, and Normal Side Quests. We'll briefly go through the differences between these here, and the ways we'll cover them in the Side Quest Almanac.

Citizen Acquisition Side Quests

If you see a citizen's information when you pick up a quest, that means it's a Citizen Acquisition Side Quest, which guarantees that that citizen will join Evermore once it's completed. These quests will always have a full walkthrough in the Almanac section of this chapter.

Taskmaster Side Quests

You'll find a Taskmaster Icon next to citizen Acquisition Side Quests that are acquired by purchasing them with Tokens of Gratitude (ToG). Because these quests have no further objectives and the location is marked on your in-game map, they need no explanation. Once you've purchased them, you've effectively got the citizen, all you need to do now is go and talk to them! The chart on these pages will allow you to easily find all of a certain type of quest, and will tell you at which point in the Main Story they become available.



Each citizen has a price tag, and some are much more expensive than others.

Citizen Acquisition Side Quests

No	Quest Name	Availability	Page	Taskmaster
001	Auntie Martha's Scrubber	Chapter 4-1	318	
002	Top Marks for Trying	Chapter 4-1	318	
003	Munokhoi, the Shy Pirate	Chapter 4-2	319	
004	A Favor for Nu Bi	Chapter 4-2	319	
005	Hang On, Hoi Den!	Chapter 4-2	320	
006	Pi Chi the Skillful Seamstress	Chapter 4-2	320	
007	Persha, A Maid Like No Other	Chapter 4-2	321	
008	Li Li the Troubled Genius	Chapter 4-3	321	
009	Gao Jia, the Sullen Soldier	Chapter 4-3	322	
010	Bai Gon, the Grizzled Veteran	Chapter 4-3	322	
011	Min Ti, the Sharpshooter	Chapter 4-3	323	
012	Fai Do, the Downbeat Armorer	Chapter 4-3	323	
013	Yung Mein, the Trainee Guard	Chapter 4-4	324	Yes
014	Tabbias, the Trusting Traveler	Chapter 4-4	324	
018	Chi Pi, the Master Carpenter	Chapter 4-5	326	Yes
019	Ah Chu, the Caring Blacksmith	Chapter 4-5	326	Yes
020	Yu Kan, the Kind Teacher	Chapter 4-5	326	Yes
021	Fitch, the Friendly Blacksmith	Chapter 4-5	327	Yes
022	Long Mein, Ardent Guardsman	Chapter 5-1	327	
023	Hau Ling's Fall from Grace	Chapter 5-1	328	
024	Miss Henny's Misfortune	Chapter 5-1	328	
025	Alice, AKA Mini Martha!	Chapter 5-1	329	
026	Muuurielll!	Chapter 5-1	329	
027	The Hard-Nosed Huntress	Chapter 5-1	329	
037	Tiller, Long-Distance Rower	Chapter 5-2	335	
038	Sick of Sandals	Chapter 5-2	336	
040	Bao Wao the Street Trader	Chapter 5-3	336	
042	Daddy Come Home	Chapter 6-1	338	
043	Filippos, the Novice Hunter	Chapter 6-1	338	Yes
044	Pontus's Ocean of Knowledge	Chapter 6-1	339	
045	Glaucus, the Ambitious Angler	Chapter 6-1	339	Yes
046	Thaumas, the Suave Sorcerer	Chapter 6-1	339	Yes
047	Peleus, the Amiable Armorer	Chapter 6-1	339	Yes
048	A Career Cut Short	Chapter 6-1	340	
049	Proteus, the Gloomy Jeweler	Chapter 6-1	340	Yes
050	Triton, the Honest Scholar	Chapter 6-1	340	Yes
051	Speio, Priestess in Training	Chapter 6-1	341	
052	Helena, the Hearty Hunter	Chapter 6-1	341	Yes
053	Lycorias, the Doubtful Guard	Chapter 6-1	341	
054	Hansel, the Fanciful Gardener	Chapter 6-1	342	Yes
057	The Way to a Man's Heart...	Chapter 6-1	343	
069	Daphne, Glaucus's Biggest Fan	Chapter 7-1	348	Yes
070	Sense and Sensibilities	Chapter 7-1	348	
071	Thetis, Medicinal Merperson	Chapter 7-1	349	
072	Chip the Child Prodigy	Chapter 7-1	349	
073	Oz Wants Out	Chapter 7-1	350	
074	Price's Delayed Delivery	Chapter 7-1	350	
075	Kent, the Magical Ore Analyst	Chapter 7-1	351	
076	An Upgrade for Andy	Chapter 7-1	351	
077	Kimmy, the Cool-Headed Cop	Chapter 7-1	352	Yes
078	Bot on the Run	Chapter 7-1	352	
079	Candy, the Spirit-Seeker	Chapter 7-1	353	Yes

Citizen Acquisition Side Quests

No	Quest Name	Availability	Page	Taskmaster
080	The Search for Eternal Youth	Chapter 7-1	353	
081	Brodie's Last Big Job	Chapter 7-1	354	
082	Rumpel, the Village Vet	Chapter 7-1	354	
095	Da Xing, the Haughty Herbalist	Chapter 8-1	361	Yes
096	Yip-Yip, the Master Tailor	Chapter 8-1	362	Yes
097	Mylas's Big Adventure	Chapter 8-1	362	
098	Ladies Love Fabulous Phorkys	Chapter 8-1	362	
099	Hipponoe, the Shy Artist	Chapter 8-1	363	
100	Sybilla, the Decisive Diver	Chapter 8-1	363	Yes
101	Drew, the Capable Cop	Chapter 8-1	363	Yes
102	Eli, the Dapper Designer	Chapter 8-1	364	Yes
103	Brooke, Committed Careerist	Chapter 8-1	364	
104	Briana, Bold Weapon Designer	Chapter 8-1	364	Yes
105	Francine, the Impresario	Chapter 8-1	364	Yes
106	The World's Best Buyer	Chapter 8-1	365	
107	Furnest, the Inscrutable Author	Chapter 8-1	366	
122	Ya Pi, the Proud Soldier	Chapter 9-1	374	
123	The Goddess of Good Luck	Chapter 9-1	374	
124	Callianeira, Priestess of Water	Chapter 9-1	375	
125	Trey's Missing Memolith	Chapter 9-1	376	
126	Jared, the Elite Officer	Chapter 9-1	376	Yes
127	Alexis, the Hard-Nosed Cop	Chapter 9-1	376	Yes
128	Norbert, the Future Historian	Chapter 9-1	377	Yes
129	Klaus, the Master Merchant	Chapter 9-1	377	Yes
130	Raxel, One-Eyed Mercenary	Chapter 9-1	377	
131	The Engraver's Riddle	Chapter 9-1	378	
132	Grimm's Determination	Chapter 9-1	378	
133	Ritter's Got Tailor's Block!	Chapter 9-1	379	
134	Pollution Solution	Chapter 9-1	380	
135	The Misunderstood Magician	Chapter 9-1	380	Yes
136	Kitty, the Bubbly Baker	Chapter 9-1	381	Yes
137	The People's Pâtissière	Chapter 9-1	381	
138	Marlene: Good Girl Gone Bad	Chapter 9-1	381	
139	Lady Trudy, Charming Farmer	Chapter 9-1	382	Yes
140	Taming Tyger	Chapter 9-1	382	
159	A Man of Many Names	Completed Game Save	391	
160	Dekkah's Grand Tour	Completed Game Save	391	
161	Testing the One True King	Completed Game Save	392	
162	Tyran's Lament	Completed Game Save	393	

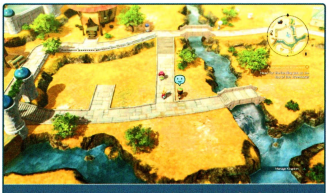


You can also trade Tokens of Gratitude for items, which can help with the completion Side Quests requiring them.

Kingdom Side Quests

Evermore Kingdom Side Quests are sourced from the citizens you've recruited after they've taken up residence within Evermore. With a few exceptions, all of these quests begin in Evermore and are obtained from citizens that reside there. Because citizens freely roam the streets of Evermore, however, it can be difficult to track down specific individuals. If you ever want to pin someone down, staff them as the sole person in a gathering facility (for example, Mining Camp No. 1) so that they become the "spokesperson" for that facility and will stand directly outside of it. All you need do then is move to the facility and speak with them to begin the quest.

Kingdom Side Quests will reward you with Kingsguilders you can use to build or upgrade your kingdom facilities, and can also result in rare rewards that directly improve some aspect of the kingdom. For example, a new weapon might become available to craft in the Evermore Weapon Workshop after the quest is completed. These two types of Quest are linked chronologically; you need to convince the citizen to move to Evermore before you can receive a Kingdom Side Quest from that citizen.



Check the in-game map for the location of citizens bearing Side Quests.

Evermore Kingdom Side Quests

No	Quest Name	Availability	Page
015	Wanted: Exemplary Armor	Chapter 4-4	325
016	Wanted: A Well-Good Weapon	Chapter 4-4	325
017	A Gift for Gao Jia	Chapter 4-4	326
031	Bandits at the Border	Chapter 5-1	332
032	Baby Higgledy's Big Adventure	Chapter 5-1	332
033	Higgledy Hide-and-Seek!	Chapter 5-1	333
034	Going at it with Goldpaw	Chapter 5-1	333
035	Fun with Fungi	Chapter 5-1	334
036	Against the Grain	Chapter 5-1	334
039	The Chicest of Shoes	Chapter 5-2	336
061	Fangs for Everything	Chapter 6-1	345
062	Skirmish with the Sea's Finest	Chapter 6-1	345
063	Tasty Treats Among the Trees	Chapter 6-1	346
064	A Most Distressing Dream	Chapter 6-1	346
065	A Love Supreme	Chapter 6-1	346
066	Triton's Lost Treasure	Chapter 6-1	347
067	A Cuttyfish Above	Chapter 6-1	347
068	You Can't Make an Omelet...	Chapter 6-1	348
090	Tyran 4 Evermore	Chapter 7-1	359
091	The Great Higgledy Hunt	Chapter 7-1	359

Evermore Kingdom Side Quests

No	Quest Name	Availability	Page
092	Big Unveiling in Broadleaf	Chapter 7-1	360
093	New Model Armor	Chapter 7-1	360
094	Seeking Superior Weapons	Chapter 7-1	361
116	The Secrets of the Sauce	Chapter 8-1	371
117	The Sweet Stink of Success	Chapter 8-1	372
118	Building Up to an Attack	Chapter 8-1	372
119	Sweet Salvation	Chapter 8-1	372
120	Rocking the Boats	Chapter 8-1	373
121	Tying the Knot	Chapter 8-1	373
147	The Bandits are Back...Again!	Chapter 9-1	386
148	Power Dressing	Chapter 9-1	386
149	An Unexpected Windfall	Chapter 9-1	386
150	On Cold Ground	Chapter 9-1	387
151	Almost Too good to Be True...	Chapter 9-1	387
152	Ding-Dong vs. Ding Dong Dell	Chapter 9-1	388
153	A Gruff, Gruff Grandad	Chapter 9-1	388
154	Nu Bi's Crisis of Confidence	Chapter 9-1	389
155	Toil and Trouble	Chapter 9-1	389
156	Longing for Lustrous Locks	Chapter 9-1	390
157	Wish Upon a Stone	Chapter 9-1	390
158	Dressed to Kill	Chapter 9-5	390
165	A Higgledy and a Half	Completed Game Save	395
166	A Blossoming Art Career	Completed Game Save	396
167	Legend of the Bright Bellies	Completed Game Save	396
168	Currying Favor	Completed Game Save	397
169	Sap for the Zapper	Completed Game Save	397
170	The Divine Silence	Completed Game Save	397
171	A Costume Fit for a Consul	Completed Game Save	398
172	Pretty as a Princess!	Completed Game Save	398
173	Classy Cloud Snake Clobber	Completed Game Save	399
174	Jazzing Up the Junior Consul	Completed Game Save	399
175	Outfit Upgrade for Bracken	Completed Game Save	399



Locating citizens on the mini map can become difficult as your kingdom grows in size, so check the full kingdom map instead.

Normal Side Quests

Normal Side Quests are not necessarily unrelated to the other two types; quite often you'll complete a normal Side Quest and then discover in the next Chapter of the game that the people you helped now want to join Evermore as citizens! Usually this occurs through the Taskmaster's "Scout New Citizens" Menu, where you purchase the citizen's quest for Tokens of Gratitude once it becomes available. Remember to check back at the Taskmaster at the start of every chapter.

Normal Side Quests

No	Quest Name	Availability	Page
028	Tales of Darring-Do	Chapter 5-1.	330
029	High-Speed Hot Streaks!	Chapter 5-1	330
030	The Seeds of Righteousness	Chapter 5-1	331
041	Ringing Around	Chapter 5-3	337
055	A Secret Sweet Tooth	Chapter 6-1	342
056	Unfun Fungus	Chapter 6-1	342
058	The Best Seafood in Seatown	Chapter 6-1	343
059	By Hook or By Crook	Chapter 6-1	344
060	Who's the Big boss?	Chapter 6-1.	344
083	Lady Forget-a-Lot	Chapter 7-1	355
084	Head-to-Head in Hydropolis	Chapter 7-1	355
085	Green Fingers, Idle Hands	Chapter 7-1	356
086	Bulking Up Batu-Style!	Chapter 7-1	357
087	Do You Believe in Higgledies?	Chapter 7-1	357
088	A Matter of Taste	Chapter 7-1	358
089	At The Cutting Edge	Chapter 7-1	358
108	Wolf-Poker Incarnate	Chapter 8-1	366
109	Return to Sender	Chapter 8-1	367
110	Drakon in Distress	Chapter 8-1	367
111	Three-Minute Steaks	Chapter 8-1	368
112	Healing Rifts with Higgledies	Chapter 8-1	369
113	Energy For Everyone!	Chapter 8-1	369
114	Screw Loose!	Chapter 8-1	370
115	A Not-So-Watchful Eye	Chapter 8-1	370
141	The Tainted wyvern	Chapter 9-1	382
142	The Perfect Present	Chapter 9-1	383
143	Make My Sister Smile Again	Chapter 9-1	384
144	The Dark Side of Development	Chapter 9-1	384
145	Fresh Fish Suppers for All!	Chapter 9-1	384
146	Time for Tea	Chapter 9-1	385
162	Tyran's Lament	Completed Game Save	393
163	Kingdom of Crystal Seas	Completed Game Save	394

Side Quest Almanac

Now that you know what Side Quests are and how the different types work it's time to get into the details of the quests themselves. Each of the Side Quests are presented in sequential order using the same numbering system as found in the game, making it easy to track down any quest you're looking for.

001 Auntie Martha's Scrubber

Recommended Lv. 15

Client Auntie Martha
Start Chapter 4–1, Auntie Martha's Cottage

Prerequisites Speak to Martha in Martha's Cottage during Chapter 4's "Go and recruit Auntie Martha!" objective.

Evan and co. are keen for Auntie Martha to move to Evermore, but first they'll need to recover her rub-a-dub scrubber from the whamster who stole it and ran off to the Grotty Grotto. Once that's done, she'll be happy to pack her bags and head for Evan's kingdom.

Objectives

01 Go to the Grotty Grotto.
02 Defeat the whamsters and recover the rub-a-dub scrubber.
03 Give the rub-a-dub scrubber to Auntie Martha.

Rewards

560 Exp. 350 G — KG Auntie Martha
Three-Leafed Soreaway x2 ★★☆☆☆

002 Top Marks for Trying

Recommended Lv. 60

Client Mileniyah
Start Chapter 4–1, the Grotty Grotto

Prerequisites Defeat the whamsters in Grotty Grotto during Side Quest 001 and speak with Mileniyah.

Evan and co. were all set to head back home with Auntie Martha's rub-a-dub-scrubber when a mysterious-looking young woman called out to them, and gave them something known as the Dreamer's Key. This will open a series of special doors, behind each of which a dream fragment awaits...

Objectives

01 Gather nine Dream Fragments from the Dreamer's Mazes dotted around the world.
02 Give all nine Dream Fragments to Mileniyah in Goldpaw.

Rewards

12230 Exp. 5000 G — KG Mileniyah
Lucky Locket x1 ★★★☆☆

To begin your first Side Quest, teleport to Auntie Martha's Cottage via its trip door and speak with Auntie Martha. She would be delighted to join Evan's kingdom, but she has a problem preventing her from leaving: a group of Whamsters have stolen the rub-a-dub-scrubber she needs to keep her Higgledy cauldron clean enough to cook up new Higgledies. The Whamsters are hiding out in the nearby Grotty Grotto; exit Auntie Martha's Cottage and head straight to the Grotto's entrance.

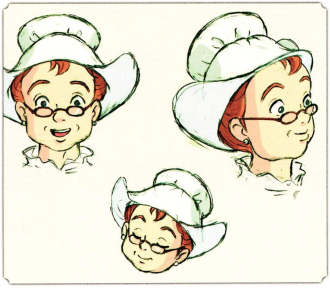
A short way into the Grotto you'll spot a small group of Whamsters. Engage and defeat them to retrieve the rub-a-dub-scrubber. Afterwards, you'll be unexpectedly greeted by the mysterious stranger Mileniyah; she has a task for you to complete and won't take no for an answer. Side Quest 002, "Top Marks for Trying", will be received automatically after this conversation. For now, decline to set this new Side Quest as your active quest and instead return to Auntie Martha's Cottage to hand the rub-a-dub-scrubber over to her. Now that her ability to cook up Higgledies is restored, she'll gladly agree to practice her much sought-after skills in your kingdom, permanently joining your roster of citizens.



The Whamsters that appear in Grotty Grotto during this quest are higher level than usual, but pose little threat so long as you aren't surrounded.

This Side Quest is automatically received when you encounter Mileniyah in the Grotty Grotto as part of Side Quest 001. As you head toward the cave's exit after defeating the Whamsters, Mileniyah shares her knowledge concerning the strange Dreamer's Doors, and entrusts you with the Dreamer's Key that unlocks them. She then tasks you with discovering the location of all nine Dreamer's Doors hidden at various locations throughout the world— as well as completing the unpredictable dungeon that awaits behind each of them. You'll be granted a differently colored Dream Fragment for every Dreamer's Maze you complete.

Mileniyah awaits in Goldpaw's Library; return to her with all nine fragments and she'll enhance your Dreamer's Key. This key will grant you access to the final and most difficult Dreamer's Maze. Once the quest has been completed, Mileniyah will move to Evermore and join your roster of citizens. For full details on everything related to the Dreamer's Doors, head over to P.642.



003 Munokhoi, the Shy Pirate

Recommended Lv. 16

Client Munokhoi
Start Chapter 4-2, Sky Pirates' Base

Prerequisites Return to the Sky Pirates' Base and approach Munokhoi near the entrance.

In front of the entrance to the sky pirates' base, a man by the name of Munokhoi is looking exceptionally shifty. It seems he's got something to get off his chest, but when Evan approaches, he runs away! Get after him and see what he has to say!

Objectives

01 Go after Munokhoi (3 times).

Rewards

440 Exp. 280 G — KG Munokhoi
Hearty Pendant x1 ★ ★★★

Head to the Sky Pirates' Base to start this Side Quest. It automatically begins when you approach Munokhoi halfway up the slope in front of you. He looks like he has a question, then suddenly runs away, which is downright suspicious behavior. You now need to find him three times, each time in a different location throughout the base. While he moves between floors within the base, his current location is always marked on your in-game map. Bring up your map with the OPTIONS button and press R1 or L1 to cycle through the different levels to find him.

The first place he runs to is the Airfield. You can spot him standing on the wooden planks in the distance if you walk to the edge of the slope and look down; move over to him and interact with him to continue. He then runs off to the same level as the Innkeeper. Walk across the Airfield, through the skyskimmers, passing underneath the Innkeeper above you, until you find a circular ramp leading up. Munokhoi will be visible at the top of the ramp facing the wall.

The third location he retreats to is at the very top of the base. Head up to the Innkeeper, then turn right and go up another circular ramp until you get to the top of the building. Munokhoi is standing on the second building across. When you talk to him a third time he'll finally admit that all he wanted was a chance to stun the world with the quality of his vegetables; he just couldn't bring himself to spit out such an embarrassing request. Evan invites him to Evermore, where he can hopefully farm as much as he likes—as long as you choose to build him a farm and assign him to it!

004 A Favor for Nu Bi

Recommended Lv. 28

Client Nu Bi
Start Chapter 4-2, Goldpaw's Weapon Shop.

Prerequisites Talk to Nu Bi inside the Goldpaw Weapon Shop.

Nu Bi, an armorer from Goldpaw, is missing his grandmother terribly. She trained him in the weapon-making arts, and he's been very down in the dumps ever since her demise. Defeat the monster that tormented his beloved mentor, and convince him to come to Evermore!

Objectives

01 Defeat Magmanimus.
02 Talk to Nu Bi in Goldpaw.

Rewards

2360 Exp. 660 G — KG Nu Bi
Cool Longsword x1 ★★ ★★★

Nu Bi is standing in the entrance to the Goldpaw Iron Orchid Weapon Shop, located half way between the Dreaming Camomile Inn and Great Gate trip doors. Talking to him reveals that his grandmother, a master weaponsmith, recently passed away, and he's understandably lacking motivation to continue his apprenticeship. Evan manages to convince him to join Evermore, where he can apply his skills, but there's a catch. Nu Bi's grandmother was renowned worldwide for her specialised monster-smiting weaponry, and Nu Bi wants us to hunt down the one monster that gave his grandmother the most trouble: Magmanimus.

Magmanimus is a level 22 Tainted Monster, and as such can be quite difficult to fight if you attempt this Side Quest as soon as it's available. Check P507 for in-depth tactics and advice to help you defeat this foe, and make sure you're fully stocked on healing items before heading off to face it. If you've already been exploring the area outside of Goldpaw you may have discovered the Shipshire Cape trip door; using it will bring you very close to Magmanimus's location. Like all Tainted Monsters, you'll need to interact with Magmanimus to commence the battle, so you'll be able to make any last-minute preparations if needed. Once Magmanimus is defeated, head back to Nu Bi in Goldpaw to give him the good news, finishing the quest.



After warping to the Shipshire Cape trip door, head north along the short cliff side and turn left up the hill to reach Magmanimus

005 Hang On, Hoi Den!

Recommended Lv. 29

Client Hoi Den
Start Chapter 4-2, Goldpaw

Prerequisites Speak to Hoi Den on a balcony overlooking the river north west of the Dreaming Camomile Inn.

Hoi Den has come to central Goldpaw from a faraway corner of the city to ask for assistance. She seems to have mistaken Evan for someone else, but that doesn't matter—there are people who need help, and a monster to be defeated!

Objectives
01 Defeat Mortimer in Tightfit Cavern.
02 Talk to Hoi Den in Goldpaw.

Rewards
2520 Exp. 670 G — KG Hoi Den
Double-Down Dumplings x3

006 Pi Chi, the Skillful Seamstress

Recommended Lv. 17

Client Pi Chi
Start Chapter 4-2, Goldpaw

Prerequisites Speak to Pi Chi to the north west of the Library in Goldpaw.

Pi Chi's training as a seamstress is at an end, and she's looking for her first full-time position. She's very keen on the idea of moving to Evermore, but before she leaves Goldpaw, she'll need to a binding thread to symbolize her bond with her new master.

Objectives
01 Get a spool of Grass-Green Thread.
02 Give the spool of Grass-Green Thread to Pi Chi.

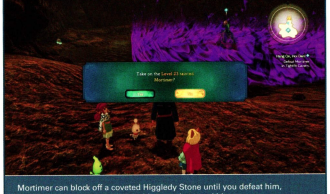
Rewards
450 Exp. 350 G — KG Pi Chi
Glowproof Spring Mantle x1

Hoi Den can be found near a balcony staring out across the river north west of Goldpaw's Dreaming Camomile Inn. She's looking for the blonde-haired, pointy-eared "Golden Warrior" to drive off the monster named Mortimer who's been terrorizing her neighborhood. Evan may not be the pointy-eared warrior she's looking for, but he decides to help her out and kill the monster. Mortimer is a level 23 Tainted Monster; check P.509 for detailed strategy and advice on taking him down.

Tightfit Cavern can be found at the top end of the Heartlands, to the north of Evermore. Mortimer's tainted aura takes up most of the cave, preventing you from going around him; a most tight fit indeed. When you're ready, interact with Mortimer to start the fight. Afterwards, Lofty and Evan will discuss whether to clear up the misunderstanding with Hoi Den, then your quest objective will direct you to speak to her back in Goldpaw. The real Golden Warrior will show up, Evan will confess all, and Hoi Den will join Evan's kingdom.

Wisdom of the Kingmaker

There's a higgledy stone at the side of Tightfit Cavern, but you might not have the hardwearing wool you need to coax the little feller out of it yet. Don't forget to come back when you've got yer grubby mitts on some!



Mortimer can block off a coveted Higgledy Stone until you defeat him, so coming here before initiating this quest is a good idea

Teleport to the Dreaming Camomile Inn trip door in Goldpaw, then head up the stairs nearby. You can find and talk to Pi Chi at the far end of the next area, beside a balcony. Pi Chi is an apprentice seamstress looking for full time employment with a new master—and her preferred position would be obtained via Royal appointment by the king. She'd love to join Evan's new kingdom, but first she needs the traditional single spool of "grass-green thread" to symbolize that an unbreakable bond has been forged with a new master.

Grass-green thread is a material that is difficult to acquire as soon this quest becomes available, but fortunately Side Quest 011 gives you five spools of grass-green thread as a quest reward and unlocks after a few more steps in the Main Story. If you don't want to advance the story until you've finished other side quests in Goldpaw, then you'll have to leave this quest for now.

If you're completing this quest later in the game, but no longer have the quest reward from Side Quest 011, you can trade 10 Tokens of Gratitude for one grass-green thread at the Swift Solutions Taskmaster. Once you have the thread, hand it in to Pi Chi to forge a bond of everlasting loyalty between you, completing the quest.



It's not exactly cheap, but the Taskmaster is always an option here.

007 Persha, A Maid Like No Other

Recommended Lv. 17

Client Persha
Start Chapter 4–2, Goldpaw's Dreaming Camomile Inn

Prerequisites Talk to Persha inside Goldpaw's Dreaming Camomile Inn.

In Goldpaw, Evan bumps into Persha, a maid who used to work at the palace in Ding Dong Dell, and who's now working at an inn instead. He might be able to persuade her to come to Evermore, but only if he can help her finish her work before she leaves.

Objectives
01 Get some clumps of Greenglade Cotton. (4 required)
02 Give the 4 clumps of Greenglade Cotton to Persha.

Rewards
450 Exp. 350 G — KG Persha
Sardine Sandwich x3 ★★★★

Head to the Dreaming Camomile Inn in Goldpaw and talk to Persha, to the right of the Innkeeper. Persha is a maid from Ding Dong Dell who fled the kingdom during the coup and has found work with the Innkeeper in Goldpaw. She wants to join Evan's kingdom, but her strong sense of duty compels her to finish the work she was doing here first. She requires four clumps of greenglade cotton to speed that along. You're likely to have this amount by the time you start this quest, but just in case you don't have any, greenglade cotton is most easily acquired by teleporting to the Greenling Grove trip door in the Forest of Niall and defeating the two mumshrooms near the entrance.



It's a semi-rare drop, so don't get discouraged if you don't get any Greenglade cotton immediately.

If you'd prefer not to defeat monsters, you can also acquire it from your kingdom. The Humble Bazaar facility can be built at this early stage of the game and has a chance of producing greenglade cotton when upgraded to facility level 2. Don't forget to check back at the kingdom regularly to pick up the items your citizens have left for you. If you are completing this quest later in the game after the Swift Solutions Taskmaster is available, note that you can trade three Tokens of Gratitude for one spool of greenglade cotton. Once you have the spools of cotton, head back to Persha at the Dreaming Camomile Inn to hand them in and complete the quest. If you went the Bazaar route to acquire the cotton, Persha's Special Skill will allow you to boost its productivity to "abnormal" levels, if you choose to staff her there.

008 Li Li, the Troubled Genius

Recommended Lv. 17

Client Li Li
Start Chapter 4–3, Goldpaw

Prerequisites Speak to Li Li north west of the Library in Goldpaw during the Main Story Objective "Go and Find Li Li, the specialist in spellcraft!"

The magical genius Boddly mentioned turns out to be a girl of around Evan's age! Li Li is willing to come to Evermore, but only if Evan can prove that he's a man of his word. Deal with the monsters to convince Li Li of your sincerity!

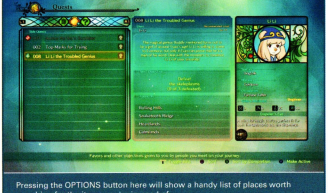
Objectives
01 Defeat three skeleplasms.
02 Talk to Li Li in Goldpaw.

Rewards
650 Exp. 320 G — KG Li Li
Strong Sixth Censer x2 ★★★★

Li Li can be found just to the north-east of Boddly's Library, standing on a small bridge. The recent moral failings of Pugnacius have led her to question leaders in general, but she is willing to join up with Evan if he shows he is a king of his word by defeating three skeleplasms.

For any quest that requires you to kill a set number of monsters like this, you can select the quest in your Quest Log and press the OPTIONS button to bring up a short list of locations at which you can find them. As you can see from the in-game list, skeleplasms can be found in the Calmlands, just outside of Goldpaw. You'll spot the spooky monsters randomly wandering around as a named group or mixed in with other monsters. But you can tip the odds in your favor by taking advantage of a group that always appears in the same spot.

If you teleport to the Calmlands trip door, you'll find a group of skeleplasms at the top of the nearby ramp. This group will contain at least two skeleplasms, three if you're lucky, so it's a good place to complete this quest (and any future skeleplasm objectives). Once you've defeated three skeleplasms, return to Li Li. She will be suitably impressed with your royal word-keeping skills and agree to move to Evermore.



Pressing the OPTIONS button here will show a handy list of places worth searching for the items you're in need of.

009 Gao Jia, the Sullen Soldier

Recommended Lv. 18

Client Gao Jia
Start Chapter 4–3, Goldpaw's Lucky Stars Casino

Prerequisites Speak to Gao Jia in the Lucky Stars Casino as part of the Main Story Objective "The Trials of Boddly".

Evan is determined to crush the bandits and recover Boddly's star-light stone. Gao Jia is willing to help—but only if he gets an omelet in return! Evan had better return to Evermore—the kitchen awaits!

Objectives
01 Make an Om-nom-nomelet.
02 Give the Om-nom-nomelet to Gao Jia.

Rewards
550 Exp. 540 G — KG Gao Jia
All-Be-Gone x1 ★★★★★
Automatically receive the Fabulous Fairy-Tale Fare Cookbook at the start of the quest.

010 Bai Gon, the Grizzled Veteran

Recommended Lv. 18

Client Bai Gon
Start Chapter 4–3, Goldpaw, Near Fortune Square

Prerequisites Speak to Bai Gon in front of the gate to Fortune Square during the Main Story Objective "Recruit two more unit commanders!"

Gao Jia has recommended a recruit by the name of Bai Gon, an old soldier who has been eking out a living as a guard for hire. But he's unwilling to move to Evermore until a certain condition of his has been met. Evan must defeat some monsters, and report back to Bai Gon when he's done.

Objectives
01 Defeat three Grimchilla Bangers.
02 Talk to Bai Gon in Goldpaw.

Rewards
720 Exp. 330 G — KG Bai Gon
Venom-Be-Gone x2 ★★★★★

You'll find Gao Jia determinedly starving himself in the Lucky Stars Casino for a simple reason: he wants an "om-nom-nomelet". Nothing else will do. Evan wants an experienced General, and happens to have a resident cook in Evermore, so they quickly come to an agreement. Gao Jia gives you the "Fabulous Fairy-Tale Fare" Cookbook.

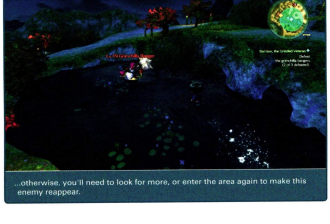
Head back to Evermore and find Floyd; you'll need to have built the Tasty's Cookshop facility and Floyd needs to be assigned to it. Once you've done that, talk to Floyd outside Tasty's Cookshop to give him the cookbook, allowing him to cook the om-nom-nomelet for you to purchase at this shop. If you're missing any ingredients, you can purchase them from the Everyday General Store, or if you haven't built that yet, from Gerel's shop. Cook up the om-nom-nomelet and teleport back to the Lucky Stars Casino trip door in Goldpaw. Talk to Gao Jia to hand over his much-awaited delicacy. After he tucks in Evermore will acquire one thoroughly satiated General, ready to serve.



Bai Gon can be found sitting next to a building just outside the gate that leads to Goldpaw's Fortune Square. After hearing of Gao Jia's personal recommendation, he's willing to join up, but first he wants you to defeat three grimchilla bangers. These creatures can be found in the Calmlands outside of Goldpaw. To find a group of them that always appears in the same area, teleport to the Calmlands trip door to see them on the upper left side of the screen when you get there, valiantly waving around their little spiked maces. After defeating three of them, report your success to Bai Gon back where you left him to finish the quest.



If you're lucky, you can find a whole slew of grimchilla bangers together...



...otherwise, you'll need to look for more, or enter the area again to make this enemy reappear.

011 Min Ti, the Sharpshooter

Recommended Lv. 18

Client Min Ti
Start Chapter 4–3, Goldpaw

Prerequisites Speak to Min Ti down a small alley to the west of the Dreaming Camomile Inn in Goldpaw while following Main Story Objective 12 "Recruit two more unit commanders!"

Gao Jia has recommended a new recruit by the name of Min Ti. She served under him in the army, and has an incredibly unerring eye—the eye of a hunter. She's willing to move to Evermore, but only if Evan brings her a certain something first...

Objectives
01 Get a Sleep-Be-Gone.
02 Give the Sleep-Be-Gone to Min Ti.

Rewards
500 Exp. 360 G — KG Min Ti
Grass-Green Thread x5 ★★★☆☆

012 Fai Do, the Downbeat Armorer

Recommended Lv. 19

Client Fai Do
Start Chapter 4–3, Goldpaw

Prerequisites Speak to Fai Do near the Library after completing Side Quest 010.

A rather meek armorer by the name of Fai Do is struggling to escape the shadow of his grandfather, one of Goldpaw's most illustrious soldiers. Perhaps if Evan were to help him become the most prestigious craftsman in Evermore, he would realize that he has valuable talents to offer in his own right.

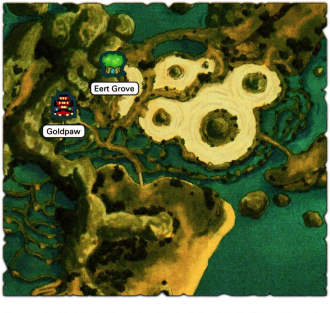
Objectives
01 Get some Silver Nuggets. (3 required)
02 Give the 3 Silver Nuggets to Fai Do.

Rewards
550 Exp. 380 G — KG Fai Do
Waterproof Iron Armor x1 ★★☆☆☆

Min Ti is found in Goldpaw, just to the north-west of the Dreaming Camomile Inn. You'll be automatically given a Main Story objective marker leading to Min Ti, but she's down a very narrow alley that can be easy to miss if you have your eyes on the mini-map while running past.



Min Ti is facing away from you at the end of this Alley.



Just like Bai Gon, she's initially dismissive until you tell her about Gao Jia's recommendation, then tasks you to find her a single sleep-be-gone before she'll sign up. If you don't have one, you can buy them from the Lucky Lotus Item Emporium in Goldpaw, as Lofty helpfully points out. But what Lofty doesn't tell you is that a single sleep-be-gone will set you back a mere 100G. Hand her the sleep-be-gone once you've acquired it to discover its lesser known use for preventing sleeping in in the morning, completing the quest.



Wisdom of the Kingmaker

Yur, remember that Pi Chi girl? The one from Side Quest 007 who wanted some grass-green thread? Well, you just got given some, en't it! If you didn't sort her out already, head back over her way and kill two questin' birds with one grass-green stone!

You can find Fai Do facing towards a building just to the north-west of Boddly's Library. Talk to him to discover he's Bai Gon's grandson. Fai Do wants to know how his grandfather is doing in Evermore. It turns out Bai Gon disapproves of his grandson's choice to become an armorer instead of a soldier, so Fai Do is willing to join Evan's kingdom to give him a chance to demonstrate his skills to his grandfather. But first he needs three silver nuggets to repair his blunted tools.

Silver nuggets aren't easy to come by if you're doing this quest as early as possible, but there are a few ways to acquire them if you want to finish this quest early. Mining Camp No.1 in your kingdom has a chance of producing silver nuggets when you increase its facility level to 2. You can also find silver nuggets as a rare drop from wyverns in a small dungeon located outside of Goldpaw called "Eert Grove". There's a Dreamer's Door inside Eert Grove, and any

wyverns inside its maze will have a chance to drop silver nuggets. This Dreamer's Maze starts at level 26 and quickly rises above level 30 from Danger Level 2 onwards, so battles can be difficult at the recommended level of this quest. See P.642 for more on this.

It's best to set up your Mining Camp first, then repeatedly kill the wyverns in Eert Grove, checking back on your kingdom occasionally to see if they have any silver nuggets for you. If you're doing this quest later in the game, you can buy silver nuggets from the Everyday General Store in Evermore after upgrading it to facility level 2, which is possible at kingdom level 2. You can also buy them from the Swift Solutions Taskmaster for three Tokens of Gratitude each. Alternatively, Side Quest 019, also available from the Taskmaster, gives five silver nuggets as a reward. Once you have the nuggets, teleport back to the Dreaming Camomile Inn and talk to Fai Do to hand them in so he can finish sharpening his tools.



Finding silver nuggets can be a slow task early in your adventure.



Wisdom of the Kingmaker

That waterproof iron armor you just got'll come in well handy for Side Quest 015! Don't sell it or drop it, eh? Tell you what—lock it into youer inventory, that way you can be sure it's goin' nowhere!

013 Yung Mein, the Trainee Guard

Recommended Lv. 18

Client Yung Mein
Start Chapter 4–4, Goldpaw

Prerequisites Speak to Yung Mein near Fortune Square after purchasing this quest from the Taskmaster for 10 ToG.

One of Goldpaw's best trainee guards is an enthusiastic pup called Yung Mein. Word is that she is expected to become one of the world's finest spear-wielders—Gao Jia has endorsed her personally! She would surely make a fine addition to your army!

Objectives
01 Talk to Yung Mein in Goldpaw.

Rewards
550 Exp. 300 G — KG Yung Mein
Antitox Silk Slippers x1

014 Tabbias, the Trusting Traveler

Recommended Lv. 19

Client Tabbias
Start Chapter 4–4, Goldpaw

Prerequisites Speak to Tabbias across from Boddly's Library as soon as you receive the Main Story Objective "Go back to the Library in Goldpaw and give Boddly the starlight stone!"

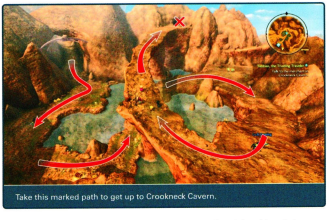
Tabbias was escorting a merchant over the mountains when they were attacked by bandits, and all their cargo was stolen! What's more, the merchant himself has gone missing! You should head over there and investigate right away!

Objectives
01 Make inquiries about the cargo Tabbias was escorting in Cloudcoil Canyon.
02 Talk to the merchant in Crookneck Cavern.
03 Defeat all enemies.
04 Talk to Tabbias in Goldpaw.

Rewards
790 Exp. 340 G — KG Tabbias
Clear Prisms x5

Tabbias can be found sitting across from Boddly's library in Goldpaw, looking downcast. Talk to him to discover that he was escorting a merchant when he was attacked by bandits, lost his sword, and had to run away, leaving his employer behind. He wants you to recover his missing sword and rescue the merchant, much to Batu's disgust.

You need to have 1000G to finish this Side Quest, so make sure you have that much before proceeding; don't worry, you'll get it back in the end. Once you have the right amount, teleport to Sidewinder Gorge and talk to the Amiable Merchant standing on the edge of the cliff in the distance. Your objective marker will now point you to Crookneck Cavern, all the way on the other side of Cloudcoil Canyon. You can save a lot of time by using the Snaketooth Ridge trip door, or any others close by, such as the Sky Pirates' Base. Head down the slope to the lower level then follow the path around to Crookneck Cavern; it's at the highest point of the area.



Take this marked path to get up to Crookneck Cavern.

Once inside you'll find the Dodgy Dealer on the right side of the Cavern. Select Buy and you will find the item "Tabbias's Knapsack" available to purchase for 1000G. Before you hand over any cash, back out and prepare yourself for a close quarters fight. Because all the enemies will appear in a tight group around the party, characters with area-of-effect skills can make quick work of them. If in doubt,

Evan's Kingspin and Roland's Flatliner are good choices. You can also buy items from the Dodgy Dealer to use in the upcoming fight if you need them, which is handy of him, given the circumstances.

After purchasing the knapsack, Batu and Evan will accuse the merchant of banditry in business, only to have level 20 bandits who mean business drop in around the party, beginning the fight. When they're dealt with, the Dodgy Dealer will give you back your money then scurry off. Return to Tabbias in Goldpaw to give his knapsack back and let him know about his exemployer's devilish deception. Tabbias vows to train himself up so he can't be tricked again, then promptly agrees to join your kingdom, so he can continue his training in Evermore's ever-growing army.

015 Wanted: Exemplary Armor

Recommended Lv. 21

Client Fai Do
Start Chapter 4–4, Evermore

Prerequisites Talk to Fai Do in Evermore after completing Side Quest 012 and Side Quest 005.

Fai Do is a young armor-maker from Goldpaw who's keen to rise to the very top of his profession. Chingis has asked him to make some improvements to his men's armor, but in order to do so, he'll need to study the work of another craftsperson first. Can Evan bring him an example of the kind of armor he needs?

Objectives

01 Show Fai Do some Iron Armor of Grade 5 or higher.

Rewards

740 Exp. — G 2450 KG
Red Prisms x3 ★★★

Fai Do is standing outside the Evermore Outfitters (assuming he's not assigned to another facility). He explains that he has a friendly rivalry with Nu Bi to improve his armorsmithing skills, but he needs to inspect a suit of iron armor with a quality of 5 or higher. You can use the Waterproof Iron Armor you received for completing Fai Do's Side Quest 012, so show it to him—you won't lose the armor—and you'll complete this quest immediately.

If you've sold it already, you can craft Iron Armor after researching Level 1 Armor Development at the Evermore Outfitters. If you're lacking ingredients, you can buy them from the Everyday General Store. Hand it in to Fai Do, and its superb quality will inspire him to greater heights of armorsmithing.



Completing research of Level 1 Armor Development is required to craft a suit of iron armor with a quality of 5 or higher.

016 Wanted: A Well-Good Weapon

Recommended Lv. 21

Client Nu Bi
Start Chapter 4–4, Evermore

Prerequisites Talk to Nu Bi in Evermore after completing Side Quest 012 and Side Quest 005.

Nu Bi is desperate to become the finest weapon-maker in the whole world, and is willing to do whatever it takes to make his dream come true. Evan could give him a push in the right direction by finding him a bow from which he could learn some of the tricks of the trade.

Objectives

01 Show Nu Bi a Hybrid Bow of Grade 5 or higher.

Rewards

740 Exp. — G 2450 KG
Green Prisms x3 ★★★

Head to Evermore and talk to Nu Bi standing outside the Evermore Weapon Workshop (if he's not assigned to another facility). It turns out the friendly rivalry with Fai Do from Side Quest 015 is a mutual one, so he wants to inspect a Hybrid Bow with a quality of 5 or higher to improve his weapon-making. Just like with Side Quest 015, you can craft it in the relevant facility, in this case the Evermore Weapon Workshop. You need to complete level 1 research in Ranged Weaponry at the Workshop to craft a quality 5 Hybrid Bow. If you lack any ingredients, the Everyday General Store has all of them, except for solid lumber.

There's two reliable ways to get solid lumber early in the game: from the Budding Lumberyard at facility level 2, or from defeating mossy monuments north-east of Evermore. When you have the required amount of solid lumber, craft the Hybrid Bow. Hand the Bow to Nu Bi, who will vow to increase his weapon-making skill even further.



Mossy monuments near the Rubbly Ruins in the Heartlands outside Evermore have a chance of dropping solid lumber.

017 A Gift for Gao Jia

Recommended Lv. 19

Client Yung Mein
Start Chapter 4–4, Evermore

Prerequisites Talk to Yung Mein in Evermore after completing Side Quest 013.

Yung Mein, a pup from Goldpaw, has been taking spear lessons from Gao Jia, who's also teaching her all about food. She really wants to give him something in return, but will Evan be able to track down his favorite treat?

Objectives

01 Get 5 Scariwinkles.
02 Give the 5 Scariwinkles to Yung Mein.

Rewards

550 Exp. — G 1080 KG
Queasy Bighorn Spear x1 ★★★★★

018 Chi Pi, the Master Carpenter

Recommended Lv. 18

Client Chi Pi
Start Chapter 4–5, Goldpaw

Prerequisites Talk to Chi Pi in Goldpaw's Fortune Square after purchasing this quest from the Taskmaster for 18 ToG.

Chi Pi isn't just the finest carpenter in all of Goldpaw—he's a very likeable fellow to boot! What's more, I hear he's always been keen on the idea of moving to another kingdom. I'm sure he'd be more than happy to join forces with such a helpful young king!

Objectives

01 Talk to Chi Pi in Goldpaw.

Rewards

520 Exp. 330 G — KG Chi Pi
Puzzling Tower Toppler x1 ★★★★★

019 Ah Chu, the Caring Blacksmith

Recommended Lv. 18

Client Ah Chu
Start Chapter 4–5, Goldpaw

Prerequisites Talk to Ah Chu near the Iron Orchid Weapon Shop after purchasing this quest from the Taskmaster for 8 ToG.

A blacksmith by the name of Ah Chu is very impressed with the way you've been helping the locals. Though a dedicated professional, I know she has a soft spot for nice young men like you. Ask her to move to your kingdom and I'm sure she will agree!

Objectives

01 Talk to Ah Chu in Goldpaw.

Rewards

500 Exp. 360 G — KG Ah Chu
Silver Nugget x5 ★★★★★

020 Yu Kan, the Kind Teacher

Recommended Lv. 18

Client Yu Kan
Start Chapter 4–5, Goldpaw

Prerequisites Talk to Yu Kan in Goldpaw after purchasing this quest from the Taskmaster for 11 ToG.

Yu Kan is a kind-hearted woman who's much loved by the young pups of Goldpaw. It seems she's interested in moving to Evermore, but hasn't quite worked out that you're the king just yet. You'd better go and talk to her!

Objectives

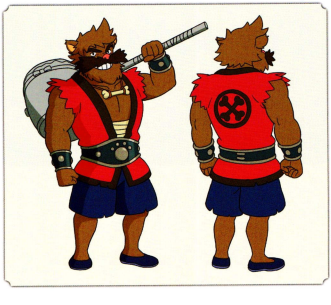
01 Talk to Yu Kan in Goldpaw.

Rewards

480 Exp. 390 G — KG Yu Kan
Loonycorn x5 ★★★★★

Find and talk to Yung Mein in Evermore to start this quest. The quest location is random within Evermore, but you can pin citizens you want to talk to down by assigning them as the only staff member in a facility. This will place them in front of that facility for easy access. Since you last saw her, Yung Mein has been learning the way of the spear and, more importantly, the way of the restaurant goer with Gao Jia. Yung Mein wants to pay Gao Jia back for treating her to all that tasty new food by giving him a hefty gift of one of his own favorite dishes. She tasks you to find five scariwinkles.

Unfortunately, scariwinkles are as hard to come by when this quest first becomes available as the grass-green thread from Side Quest 011. The earliest way to get your hands on this material is a level 3 Fresh Fish Farm, and that requires a kingdom level of 2 or more to upgrade. Alternatively, you can buy them for 350G from the Taverna Kalamari in Hydropolis (which is available after progressing the Main Story to Chapter 5-2). If you aren't in a hurry to complete this quest, then it's best left until you get there. Once you have the scariwinkles, return to Yung Mein to finish the quest, leaving her in the middle of working out how to prepare them.



021 Fitch, the Friendly Blacksmith

Recommended Lv. 18

Client Fitch
Start Chapter 4–5, Goldpaw

Prerequisites Talk to Fitch in Goldpaw after purchasing this quest from the Taskmaster for 5 ToG.

Do you remember a blacksmith from Ding Dong Dell by the name of Fitch? I heard that he escaped the kingdom, and now works for Master Shar Pei at the Iron Orchid. Perhaps he might be interested in a move to Evermore?

Objectives
01 Talk to Fitch in Goldpaw.

Rewards
470 Exp. 430 G — KG Fitch
Milky Crystal x5 ★★ ★★

022 Long Mein, Ardent Guardsman

Recommended Lv. 25

Client Long Mein
Start Chapter 5–1, Goldpaw

Prerequisites Talk to Long Mein near the Goldpaw Great Gate trip door.

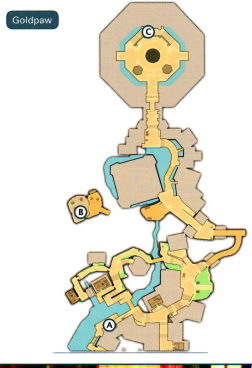
On a lively street in Goldpaw, Evan has met a rather eccentric young man named Long Mein, who appears to be imitating a city guard. While he's not everyone's favorite person, there's an admirable fire in his belly. Go and see what else he has to say for himself!

Objectives
01 Go after Long Mein (3 times).
02 Win the battle!
03 Talk to Long Mein in Goldpaw.

Rewards
1560 Exp. 570 G — KG Long Mein
Songbook No. 31 x1

Long Mein is standing just inside the entrance to Goldpaw. When you talk to him he accuses Evan of being a spy until a Goldpaw guard intervenes, then Long Mein runs off. The Guard explains that Long Mein is an overenthusiastic guard trainee whose unquenchable spirit for protecting the city has been causing trouble. Evan and friends are interested in finding out more, so now you need to chase Long Mein down as he causes havoc in Goldpaw. This quest is like Side Quest 004 in that you need to find Long Mein as he moves to different locations within the city. He'll accuse various innocents of nefarious activities likely to bring down the city, then attempting to deliver a report to Pugnacius. The locations he moves to are noted on the map, so start by finding him at **Position A** and follow him as he moves to **Position B** and then **Position C**. There you'll get the option to invite him to Evermore.

Long Mein doubts Evan has what it takes to uphold justice and wants him to defeat Porky and Vern in the Calmlands before he'll consider moving. You now need to teleport to the Calmlands trip door, where you will see that a new Skirmish Standard for the battle "Verminate the Horde!" has appeared on the plateau above. You'll find all the details for this Skirmish on P430. Once you've completed it, return to Long Mein at **Position C** in Goldpaw to demonstrate Evan's ability to enforce the laws of the land, completing the quest.




Long Mein's location is marked on your mini-map for each time he moves.

Wisdom of the Kingmaker

If you've been keepin' up with youer questin' and makin' sure all youer facilities are up to date, you should be ready to upgrade Evermore to Level 2 by now. So what are you waitin' for? It's shiny new kingdom time! There's lovely!

023 Hau Ling's Fall from Grace

Recommended Lv. 19

Client Hau Ling
Start Chapter 5-1, Goldpaw

Prerequisites Talk to Hau Ling south of the gate to Goldpaw's Fortune Square.

Hau Ling, a young clairvoyant from Goldpaw, tells Evan what his future holds. It's exciting news, but Hau Ling himself is going through a tough time at the moment. There are all sorts of vicious rumors circulating about him, and people are claiming that his powers are on the wane! It's time to set the record straight!

Objectives

01 Make inquiries at the casino. (3 required)
02 Look for a tourist sitting cross-legged on the ground.
03 Find the imposter pretending to be Hau Ling.
04 Go after the imposter pretending to be Hau Ling.

Rewards

610 Exp. 310 G — KG Hau Ling
Babbling Wonderwater x5 ★★★★★

Hau Ling is found on a balcony to the south of Goldpaw's Fortune Square. A famous fortune teller, he immediately makes a prediction that excites Lofty enough to demand Evan invite him to Evermore. But there are vicious rumors claiming Hau Ling's powers are waning, so he can't leave the city without making it seem like the rumors are true. It's up to Evan and friends to get to the bottom of it and clear Hau Ling's name.

You need to speak to three people in the casino, in any order; they're the ones with blue-shaded talk icons. One is to the right of the front desk, another is standing next to the central pillar near the gaming tables, and the last is sitting by herself near the wall on the south side of the room. You'll learn that Hau Ling is said to have tricked a tourist recently, and your objective will change to finding him. He's a red-haired human directly in front of the Goldpaw Great Gate trip door, where he reveals he was told to sit there to increase his luck.



You'll find Hau Ling staring at this wall. How fortunate!

Evan decides there must be an imposter pretending to be Hau Ling and sets out to find him. The imposter can be found in the area north-west of the Dreaming Camomile Inn, facing the wall. Talking to him causes him to retreat to the east side of Fortune Square, where you'll find him hiding under an overhang. When you speak to him again, the real Hau Ling will appear and convince the imposter to confess all to the people he's tricked, restoring Hau Ling's reputation and allowing him to leave Goldpaw for Evermore.

024 Miss Henny's Misfortune

Recommended Lv. 23

Client Helpful Boy
Start Chapter 5-1, Goldpaw

Prerequisites Talk to the two young pups north west of the Goldpaw Library.

Two young boys on the streets of Goldpaw have heard a rumor concerning the whereabouts of Miss Henny, Evan's old governess. It seems she's gone to a place where wolves are on the prowl... Evan needs to get after her—and fast!

Objectives

01 Look for Henny in the Forest of Niall.
01 Defeat all enemies.

Rewards

1230 Exp. 460 G — KG Henny
Dark Hag's Finger x1 ★ ★★★★

The two young boys that start this quest are just past the bridge you found Li Li on during Side Quest 008, north west of Boddly's Library in Goldpaw. They're practicing the math they were taught by their governess, a Miss Henny—who also happens to be Evan's old governess from Ding Dong Dell. She's recently gone missing, and the last the boys heard she was travelling to a part of the Forest of Niall known for its dangerous wildlife, so it's up to Evan and friends to find her and make sure she hasn't come to any harm.

Teleport to the Greenling Grove trip door in the Forest of Niall. It's recommended to save at the waystone here, because there's a fight coming up. Follow the objective marker and you'll see Miss Henny under attack from level 27 enemies. Evan jumps in and defends her, and the fight begins. If you are a little low level for these enemies and find the fight difficult, area-of-effect skills such as Roland's Flatliner or Evan's Kingspin will help, because the fight takes place in a cramped area. After defeating all the enemies, Evan will convince Miss Henny to come to Evermore.



025 Alice, AKA Mini Martha!

Recommended Lv. 22

Client Alice
Start Chapter 5–1, Auntie Martha's Cottage

Prerequisites Talk to Alice in Auntie Martha's Cottage.

Evan and Lofty pay a visit to Auntie Martha's house, and encounter a girl by the name of Alice, who says she's Auntie Martha's grand-daughter. Alice refuses to believe that Evan and co. are friends with her grandmother, however, and challenges them to prove their credentials.

Objectives
01 Give Auntie Martha's favorite food to Alice.

Rewards
810 Exp. 620 G — KG Alice
Angel's Tear x2 ★★★★★

Alice can be found inside Auntie Martha's Cottage, where she's waiting for her grandmother to come back so she can continue her Higgledy apprenticeship. It turns out she's Auntie Martha's grand-daughter and has been trying to find "Granny Martha" this whole time. Evan and friends try to explain, but Alice doesn't believe them. You must find out Auntie Martha's favorite food and give it to Alice to convince her Evan is telling the truth.

Talking to Auntie Martha in Evermore will reveal her favorite food: a bowl of country corn soup. Floyd can whip this up at Cookery Level 2, but he needs loonycorn, a rarity 3 material. You can get this from a level 3 Fertile Farm, but that requires kingdom level 3, which is difficult to get by the time you receive this quest. Fortunately, Side Quest 020, available from the Taskmaster at this point in the game, rewards you with five loonycorn. If you've been following this Side Quest guide in order, you will already have the reward. Cook the soup at Tasty's Cookshop and hand it in to Alice at Auntie Martha's Cottage, to convince her that you really do know her "Granny Martha" and complete the quest.

026 Muuurielll!

Recommended Lv. 21

Client Brusque Greenling
Start Chapter 5–1, Forest of Niall

Prerequisites Talk to the brusque greenling outside Sunnypatch Pond in the Forest of Niall.

A young llapaca herder named Muriel has set off for Evermore with her favorite llapaca in tow, but both of them have gone missing! Search the nearby forest and try to track them down!

Objectives
01 Look for Muriel in the Jumblewoods.
02 Talk to Paco.

Rewards
1110 Exp. 400 G — KG Muriel
Greenglade Cotton x5 ★★★★★

Travel to the Forest of Niall and talk to the brusque greenling standing outside Sunnypatch Pond to start this quest. Of the two people standing here, he's the one on the left. The brusque greenling asks after Muriel, a Grimalkin who recently left to join Evermore. The only problem is Evan has never heard of her, so she must have gone missing on the way! You are tasked with tracking Muriel down.

Muriel is located inside the Jumblewoods. The objective marker will point to its location on the in-game map, but the name won't be visible if you haven't been there yet. Teleport to the Wiggly Way trip door and make your way north. Once you're inside, you'll see Muriel directly in front of you. Her Llapaca, Paco, has gone missing, and you need to find him deeper in the Jumblewoods. The east path is the one you want. Fight through the group of enemies and you'll find Paco at the next intersection. Talk to him to reunite him with Muriel and complete the quest.

027 The Hard-Nosed Huntress

Recommended Lv. 26

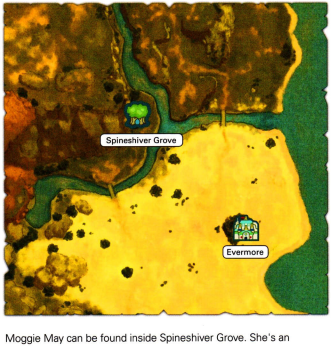
Client Moggie May
Start Chapter 5–1, Spineshiver Grove

Prerequisites Talk to Moggie May just inside the entrance to Spineshiver Grove in the Heartlands.

Moggie-May has huge respect for the laws of the forest, and little time for anyone who breaks them. Recently she's been on the hunt for a bow-wielding monster who's been terrorizing the local wildlife, but she just can't seem to track it down. Can Evan and co. find the fiend and give it what-for?

Objectives
01 Defeat Prangles.
02 Talk to Moggie May.

Rewards
2020 Exp. 620 G — KG Moggie May
Bright Ammonite Bow x1 ★★★★★



Moggie May can be found inside Spineshiver Grove. She's an environmentally-conscious huntress who has been standing guard against the level 22 Tainted Monster, Prangles, a beast that threatens to tear up the forest. She'd defeat Prangles herself, but the monster is too cowardly to face her, so Evan volunteers to take it on instead.

Check P506 for a detailed rundown on how to defeat Prangles. When you're ready, you'll find the monster at the very bottom of the Spineshiver Grove area. Take the first right then the first left past Moggie May's position, fighting past any monsters on the way, then interact with Prangles once you're ready to start the fight. Once you've defeated the big bully, retrace your steps back to Moggie May to release her from her guard duties and allow her to join Evermore.

028 Tales of Derring-Do

Recommended Lv. 32

Client Boastful Man
Start Chapter 5-1, Goldpaw

Prerequisites Talk to the Boastful Man south of the Lucky Stars Casino in Goldpaw.

There's a man in Goldpaw who loves to tell stories about the adventures of his younger days--and now he wants Evan to follow in his footsteps and become equally heroic. The first step? Defeating a vicious monster that has taken up residence near the city...

Objectives
01 Defeat Conflagra.
02 Talk to the Boastful Man in Goldpaw.

Rewards
3240 Exp. 840 G — KG
Long-Range Ring x1 ★★★★★

The boastful man is standing by a wall just outside the main gate leading to the Lucky Stars Casino. The old timer proceeds to fill Evan's pointy ears with tales of the "legendary" exploits of his younger years, then claims it's up to Evan to take over as his successor by killing the ferocious monster Conflagra. Wanting to live up to the man's legend, Evan takes on the job, despite Lofty's doubts.

Conflagra is a level 26 Tainted Monster; turn to P512 for a detailed strategy if you need it. When you're ready, teleport to the Calmlands trip door and head east. Be careful of the level 35 manticore that patrols just to the south of the area; you may not be ready to face it yet if you're tackling this quest as soon as it becomes available. It's easy to go around it if you head more to the north when passing it. When you're fully prepared, interact with Conflagra to begin the fight. Once you've defeated it, return to the boastful man, who will be transformed into a humbler man once he realizes Evan took his tall tales seriously.



Keep your distance from this manticore; it's tougher than Conflagra!

029 High-Speed Hot Streaks!

Recommended Lv. 19

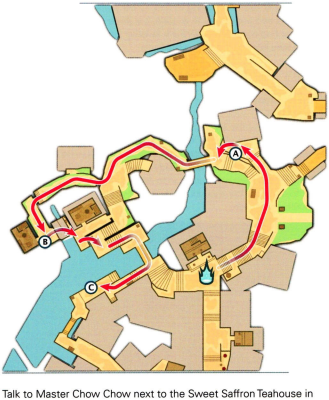
Client Master Chow Chow
Start Chapter 5-1, Goldpaw

Prerequisites Talk to Master Chow Chow next to Goldpaw's Sweet Saffron Teahouse.

The owner of Goldpaw's Sweet Saffron Tea House has mistaken Evan for his new delivery boy, and has prepared some orders for him to take to their hungry customers! He's going to have to dash all over the city to make sure everyone gets their noodles before they go cold!

Objectives
01 Talk to Master Chow Chow and help with their deliveries.
02 Deliver to three customers within three minutes.
03 Talk to Master Chow Chow.

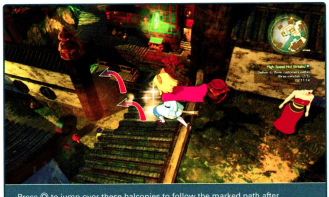
Rewards
610 Exp. 310 G — KG
Hot Streak Spicy Noodles x3 ★★★★★
The Gambling Gourmand x1



Talk to Master Chow Chow next to the Sweet Saffron Teahouse in Goldpaw. He'll mistake you for his delivery boy, and ignore Evan's attempt to explain the mistake. You need to deliver three bowls of hot streak spicy noodles to three customers within an area centered around the Dreaming Camomile Inn, all within three minutes. This is a generous amount of time and the timer doesn't start until you interact with Master Chow Chow again and select "Yes". The timer pauses when in menus, and during interaction dialogues with the delivery clients, and using trip doors is allowed. The map shows the positions of all three clients, along with the recommended quickest

path. Press the ◎ button to jump up and down stairs while following this path, saving you time. Don't worry though, you can't permanently fail this quest. If you fail to deliver them in the appointed time, the next client you get to will refuse the delivery, restarting the quest at the beginning of the delivery phase.

Once you have interacted with Master Chow Chow to start the timer, teleport to the Dreaming Camomile Inn trip door, then head up the stairs following the path to the first client at **Position A**—interact with the old man in the green shirt to deliver the noodles. Now jump over the balcony to the left of him down to the bridge below, then follow the path around to **Position B** and interact with the woman in the red dress. Turn left and jump over the balcony next to her to reach the alley below, then jump again over the next balcony to the right. Follow the path around to make the final delivery to the girl with the bowl haircut.



Press ◎ to jump over these balconies to follow the marked path after delivering hot streak spicy noodles to the woman in the red dress.

Once you have delivered the noodles to all three clients within three minutes the timer will stop, allowing you to return to Master Chow Chow at your leisure and report your success. Evan manages to explain himself before he can be sent out on another delivery. Master Chow Chow gives you "The Gambling Gourmand" cookbook on top of the normal quest reward as an apology for mistaking the king of Evermore for his delivery boy!

030 The Seeds of Righteousness

Recommended Lv. 23

Client Despairing Mother
Start Chapter 5-1, Goldpaw

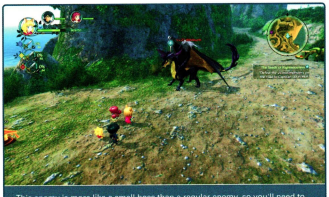
Prerequisites Talk to the Despairing Mother north west of the Inn.

The ever-level-headed Roland becomes uncharacteristically angry upon hearing of a particular injustice. Can he and Evan come to the aid of those who cannot help themselves?

Objectives
01 Defeat the vicious monsters on the road to Capstan-upon-Hull.
02 Talk to the Despairing Mother in Goldpaw.

Rewards
1230 Exp. 460 G — KG
Swordsman's Robe x1

You'll find a despairing mother and mischievous boy standing next to each other just to the north-west of the Dreaming Camomile Inn; cross the bridge over the river then go up two flights of stairs to find them at the top. They explain that a vicious and cunning monster has been attacking travelers along the road to Capstan-upon-Hull. The usually calm Roland becomes incensed after hearing about their plight, vowing to kill the monster. The monster you need to kill is a level 27 windwyrm.



This enemy is more like a small boss than a regular enemy, so you'll need to prepare yourself thoroughly if you're taking it on at a low level.

Windwyrms are Wind element Reptiles, so set up your Tactic Tweaker's damage and elemental protection settings appropriately. As far as equipment and skills go, armor that raises Wind resistance will be helpful, whereas Wind-imbued weapons will have their damage heavily reduced, as will Wind-based skills or spells (including Tani's Shock and Spark spells), so try to avoid equipping or using them if you can. Be sure not to neglect your Physical defense or attack power when getting ready, however, as this enemy has several hard-hitting attacks and has strong Physical defense. Make sure to stock up on healing items as well; if you're attempting this fight at low level, it's recommended you bring a few Angel's Tears. If you haven't upgraded your equipment for a while, this would be a good time to visit your kingdom and see if you can craft any upgrades in the Outfitters and Weapons Workshop.

The fastest way to get to the windwyrm is via the Shipshire Cape trip door, otherwise you'll need to walk south from Goldpaw, following the same path you took for Side Quest 008. Unlike a Tainted Monster, this enemy will attack on sight, so be prepared before you get too close. Once the windwyrm is defeated, Roland will explain what happened in his past that led to him taking this quest a little too personally. Return to the despairing mother in Goldpaw to let her know it's safe to travel the road to Capstan-upon-Hull once again. The reward for this quest isn't an item, but instead a new cosmetic outfit for Roland. You can equip it by opening the equipment and skills menu. Select Roland with L2 or R2, then press the OPTIONS button to swap between your available costumes.

031 Bandits at the Border

Recommended Lv. 25

Client Chingis
Start Chapter 5-1, Evermore

Prerequisites Talk to Chingis in Evermore.

Tyran, the self-styled "true king of the Heartlands," has sent a letter to Evermore claiming that Evan has stolen his territory, and threatening to seize it back. He even says he's going to try and storm the castle! Prepare your troops, and get ready to defend the kingdom!

Objectives

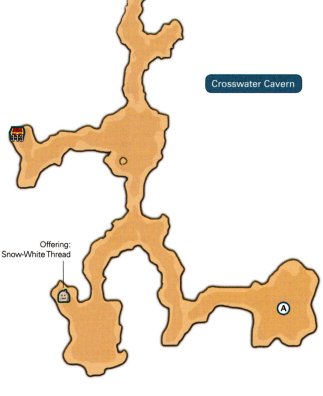
01 Go and speak with the soldier who went to scout things out.
02 Win the Battle!

Rewards

1560 Exp. — G 4200 KG
Baby Buckler x1 ★★★★

Head back to Evermore and talk to Chingis. He'll hand you a letter that was attached to an arrow aimed into the kingdom. The letter is from Tyran, the bandit you defeated to claim the Heartlands during Main Story Chapter 3-1. He's now threatening to storm Evermore Castle, so you need to head to the Heartlands near Evermore and beat him back.

Talk to the Evermorian scout standing in the Heartlands. The Skirmish Battle "TYRAN, REEL KING" will then appear next to your position. The recommended unit level for this Skirmish Battle is 19, so turn to P438 for an in-depth guide to defeating this battle at an early level if you need it. The quest will complete upon victory, with Tyran vowing to return and try again.



032 Baby Higgledy's Big Adventure

Recommended Lv. 23

Client Auntie Martha
Start Chapter 5-1, Evermore

Prerequisites Talk to Auntie Martha in Evermore after completing Side Quest 025.

Auntie Martha's got some terrible news! One of her newborn higgledies has run off, and has managed to somehow make it out of the kingdom! It's up to Evan and Lofty to track the little tearaway down, but just where might a runaway Higgledy go to hide?

Objectives

01 Talk to Alice.
02 Go after the higgledy.
03 Defeat the Porc Chopper.

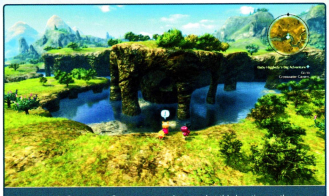
Rewards

1230 Exp. — G 2800 KG
Comfy Cloth x5 ★★ ★★
Humdrum the Heroic

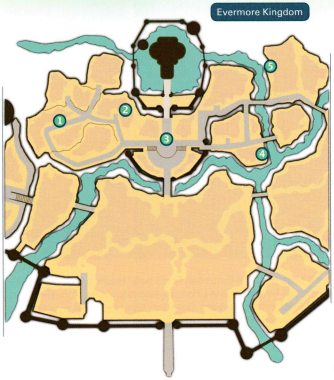
Talk to Auntie Martha in Evermore to begin this quest. One of her Higgledies has run off to Crosswater Cavern, a terribly dangerous location for a newborn Higgledy, so she wants you to chase after it to make sure it doesn't come to any harm. The entrance to Crosswater Cavern lies in the Rolling Hills, in the side of the cliffs underneath the objective marker, but you can't enter from there.

Follow the river east and then around, until you can see the cave entrance on the opposite side. From there, look for the interaction prompt to cast the "Bridge" spell, allowing you to proceed inside the cave. In the first big room, the lost Higgledy is diligently using





To get inside Crosswater Cavern you need to stand at this location on the opposite side of the river from the cave mouth and press ⭘ when the interaction marker pops up.



a tiny rock as target practice but runs away deeper into the cavern when it spots you. It's now located at **Position A** on the map, so head through the cave, fighting through the monsters on the way. A short cutscene will show that the Higgledy has discovered a new "training partner"—a hostile level 23 porc chopper! After you've dealt with the pernicious porcine, the Higgledy reveals that it only wanted to toughen itself up with some adventures, so Evan invites it to travel along with the party. The quest ends with the newly-named Humdrum the Heroic joining your collection of Higgledies.

033 Higgledy Hide-and-Seek

Recommended Lv. 21

Client Alice
Start Chapter 5–1, Evermore

Prerequisites Talk to Alice in Evermore after completing Side Quest 025.

Alice has made a terrible mess of things. First of all, her cauldron boiled over, then there was a big explosion...and then all the newborn higgledies ran away! It's up to Evan to track them down and bring them home in one piece!

Objectives
01 Find the five newborn Higgledies in Evermore.
02 Talk to Alice.
03 Find the Higgledy in the throne room.

Rewards
1110 Exp. — G 1840 KG
Snuggly Wool x5 ★★★★★
Jubjub the Jolly

Alice is standing at the Higglery in Evermore. Talk to her to discover her cauldron has exploded and five newborn Higgledies have scattered throughout the kingdom, so you'll need to find them! The locations of all five Higgledies show up as blue dots on your map and are always in the same spot, and we've provided a map above with all five of them marked. Track them all down and interact with them to catch them, then return to Alice, where you'll learn that yet another one has escaped! This one is behind Evan's throne in the Evermore throne room, so head inside and look behind the throne to interact with Jubjub the Jolly. Who, as it turns out, is so enamored with Evan that it hid behind his throne because it wanted to join him on his adventures. The quest finishes with Jubjub the Jolly joining your party.

034 Going at it with Goldpaw

Recommended Lv. 25

Client Min Ti
Start Chapter 5–1, Evermore

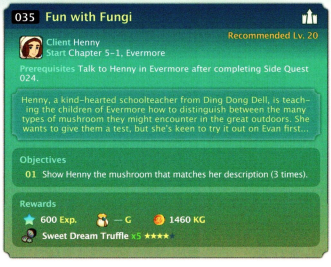
Prerequisites Talk to Min Ti in Evermore after completing Side Quest 011.

The army of Goldpaw, one of the signatories of the Declaration of Interdependence, has asked Evermore's forces to take part in a mock battle. Will Min Ti's advice and encouragement help Evan win the day?

Objectives
01 Talk to the soldier from Goldpaw on the Eider Downs.
02 Win the battle.

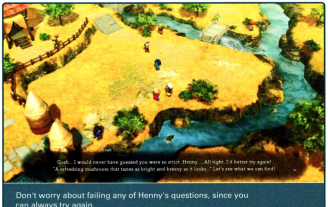
Rewards
1560 Exp. — G 4200 KG
Songbook No. 7 x1

Talk to Min Ti in Evermore to start this quest. She bears a message from the forces of Goldpaw: they want to stage a mock battle with Evermore! Teleport to the Calmlands trip door and you'll find a Goldpaw guard standing nearby. Talk to him to begin the "Joint Exercise: Code Yellow" level 14 Skirmish Battle. Min Ti gave you a bit of brief advice, but if you turn to P.433 you'll find in-depth tactics for this Skirmish Battle. After defeating the forces of Goldpaw, the two commanders have a friendly discussion regarding what would have likely happened to Evan if he'd lost and Min Ti had heard about the defeat...



Find Miss Henny in Evermore. She's been teaching the children in Evermore how to tell the difference between types of mushrooms and wants Evan to take the same test to motivate the children to try harder, given that he's a hero to them. This is a three-step quest: you need to listen to her description, then look for mushroom-type materials that match it, then hand over each mushroom to her by picking the right one from the list.

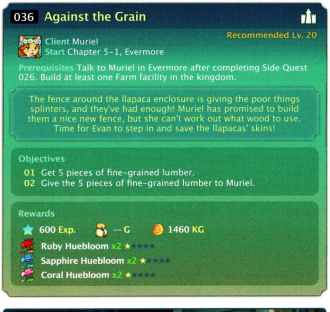
Before you continue, search your inventory for the following three items and ensure you have at least one of each: a toadstool, a bunch of bluesky buttontops and a bunch of cutesy pops.



Don't worry about failing any of Henny's questions, since you can always try again.

If you're missing any, toadstools can be found from the Budding Lumberyard facility in Evermore, as well as a common drop from enemies in the Forest of Niall. Bluesky buttontops are available at the Branching and Spreading Lumberyard facilities when upgraded to level 2. The last, cutesy pops, is the most difficult one: you need a level 3 kingdom to build or upgrade the Lumberyard facilities that can produce cutesy pops. See P.141 for more details on the materials available from Lumberyard facilities. While it is possible to find cutesy pops from foraging points in the Forest of Niall, they are extremely rare. If you don't have a level 3 kingdom yet, it's recommended to wait until you do, and then build the appropriate Lumberyards that will allow you to complete this quest, rather than spend time repeatedly collecting foraging points.

When you have all three items, you can answer Miss Henny's questions. Her first question is: "This is a very poisonous mushroom indeed. Expert knowledge is required to extract its venom." The answer is a toadstool; interact with her and choose a toadstool from the menu. The second question is: "This refreshing mushroom tastes just as bright and breezy as it looks." Pick the bluesky buttontops. The last question is: "This mushroom may look sweet and beautiful, but its flavor is famously awful." Pick the cutesy pops. Once you've answered all the questions, Henny will congratulate Evan on passing, and the children will be inspired by his success.





Once again the Taskmaster has the goods, and they're not cheap!

After talking to Muriel in Evermore, she explains that her Llapacas are getting splinters from their old worn-out fence. You need to find five pieces of fine-grained lumber, so she can build them a smoother fence. Fine-grained lumber is available from the Branching and Spreading Lumberyard facilities in the kingdom, once they are upgraded to facility level 2. It's also possible to get them from the Swift Solutions Taskmaster, at a rate of 10 Tokens of Gratitude each. Once you have the required amount of lumber, hand it in to Muriel in Evermore so she can save her Llapacas from suffering any more significant splintering.

037 Tiller, Long-Distance Rower

Recommended Lv. 25

Client Tiller
Start Chapter 5-2, Capstan-upon-Hull

Prerequisites Talk to Tiller in Capstan-upon-Hull.

Tiller, a shipwright from Capstan-upon-Hull, has been inspired by Evan's adventures to go out on a journey of his own. He's planning on taking his rowing boat across the ocean to start a new life in a faraway land. Evan's very curious about how it's all going to pan out, so he resolves to try and follow him.

Objectives

01 Go and meet Tiller on a beach with a good view of the great rift in the sea.
02 Go and meet Tiller on a small island near Hydropolis.
03 Go and meet Tiller in a cave somewhere where it's not too hot or too cold.
04 Get a pot of four-leafed soreaway.
05 Give the four-leafed soreaway to Tiller.
06 Talk to Tiller in Capstan-upon-Hull.

Rewards

940 Exp. 450 G — KG Tiller

Flexible Fish x2 ★★★★★
Frilly Fish x2 ★★★★★
Wriggly Eel x2 ★★★★★

Tiller is next to the Chandlery item shop in Capstan-upon-Hull. He's so excited about Evan's new ship that he's decided to head off on his own mini voyage—in a rowing-boat! He heads off to his first test destination, a "beach with a good view of the great rift in the sea." Evan and Lofty decide to follow him.

First, note that this quest requires a four-leafed soreaway to complete. The earliest place you can find one is from a Red Chest in the Abyss, which you'll travel to in Main Story Chapter 5-4. Another is after upgrading your ship in Chapter 6-2. Travel to the Pinwheel Flats, just outside of Broadleaf, and on the left side of the Pinwheel Flats you'll find Red Chest B24, containing another four-leafed soreaway. Then there's one in the Factory Floors dungeon within Broadleaf, that you travel to during Main Story Chapter 6-3. On Dynafloor No. 3, you can find some four-leafed soreaway in a Red Chest on the bottom floor.

If you're coming back to this quest later in the Main Story and have already found and used the four-leafed soreaways from these chests, don't worry. Completing the appropriate research at the Hubble-Bubblery will allow you to buy four-leafed soreaways from the Everyday General Store. In addition, the Side Quest 085: "Green Fingers, Idle Hands", available after completing Chapter 6, gives a four-leafed soreaway as a reward.

Once you have your soreaway, you can start chasing Tiller as he moves around the world. To get to the first location, jump in your ship (or Zippelin, if you have it) and head to the location marked on your in-game map. When you reach the beach Tiller is on, be careful, as that beach has two very high level wavewyrms roaming around the area, and it's unlikely you'll be able to fight them safely. Be especially careful if you're approaching in the Zippelin; you won't see them below you when preparing to land, so you could get ambushed if you put down in the wrong spot! If you disembark close to Tiller's rowboat and speak to him quickly, the wavewyrms will leave you alone until you finish enjoying the view with him. Jump back in your ship or Zippelin as fast as possible.



It's best to approach from this direction and wait until these wavewyrms have turned away before you try to talk to Tiller, unless you like living dangerously!

Tiller will have moved to another beach near Hydropolis that is again marked on your in-game map. Head across the ocean to find him a bit tired and hot on another beach. After talking to him, he moves on, and Tiller's next destination is a truly heroic distance away; you'll probably have to zoom out the in-game map to see it. When you get to the third location, you'll find Tiller's boat on a nearby beach, but there's no Tiller. Disembark and travel overland to Crawlspace Cave, located in the side of the cliff on the west side of this area. Be careful, as the enemies start around level 40 here. It's recommended to save before you disembark if these enemies are above your level.



Not only did Tiller manage to row all the way here, he managed to get past the monsters outside this cave as well!

Once you've made it into the cave, you'll find Tiller inside, clearly the worse for wear after all his adventures, but not yet down and out. He needs some four-leafed soreaway to save him. If you have it, hand it to him and he'll soon be back up and ready to row again—all the way back to Capstan-upon-Hull where you first met him! Teleport back there and talk to him; he wants to give you a reward but can't work out what you might need. Evan can always use a good shipwright, so Tiller is your reward—along with some fresh fish thrown into the bargain!

038 Sick of Sandals

Recommended Lv. 28

Client Crispin
Start Chapter 5-2, Capstan-upon-Hull

Prerequisites Talk to Crispin in Capstan-upon-Hull.

Crispin, a cobbler who fled from Ding Dong Dell, has made a new life for himself making and repairing shoes in Capstan-upon-Hull, but he really misses being able to make new shoes to order. Why not offer him a role in Evermore, and ensure that all your subjects can enjoy the finest of footwear?

Objectives

01 Develop 25 or more types of armor or accessories.
02 Talk to Crispin in Capstan-upon-Hull.

Rewards

1570 Exp. 620 G — KG Crispin
Darkproof Brute's Boots x1

Crispin can be found in the last tent on the left side of Capstan-upon-Hull. Talk to him to find out that he's a cobbler who has been making a living crafting sandals for the locals, but he's frustrated because sandals is all they want! He wants to make new shoes to order again, but he needs to know there will be enough customers. You need to craft 25 different types of armor or accessories at the Evermore Outfitter's before he will join you.

You can tell which equipment you've already crafted by looking for a tick symbol next to the item on the in-game menu; you need 25 ticks in the list, across all tabs. If you've been leveling up your Evermore Outfitters and the resource-gathering facilities in your kingdom, you should be able to craft a lot of them already. Many of the most common ingredients required to craft early items can be bought from the Everyday General Store in Evermore.

If you cannot craft enough unique items, you'll need to spend time upgrading your kingdom. Focus on the Evermore Outfitters and Everyday General Store. It's a good idea to come back to this quest later instead of waiting around for kingdom research to complete or coffers to fill. Once you've crafted 25 unique pieces of equipment, return to Crispin and he'll agree to join the kingdom, where his "Creative Flair" skill will allow you to start specific research in the Outfitters.



You'll expend resources on the 25 items, but you can sell or keep them afterwards.

039 The Chicest of Shoes

Recommended Lv. 25

Client Crispin
Start Chapter 5-2, Evermore

Prerequisites Talk to Crispin in Evermore after completing Side Quest 038.

Crispin the cobbler really values the time he spent in Capstan-upon-Hull and the friends he made there. One of these friends, Ketch, has asked him to make him a new pair of shoes. Crispin is keen to cobble together the most stylish shoes in all of Evermore—and Evan's volunteered to help find the materials!

Objectives

01 Get 5 pieces of Chic Ribbon.
02 Give the 5 pieces of Chic Ribbon to Crispin.

Rewards

940 Exp. — G 3350 KG
Fireproof Roguish Boots x1

Find Crispin in Evermore to start this quest. Crispin wants to craft some shoes for his good friend Ketch, who wants to give up his sandal-wearing ways now that he's seen the range of shoes on offer in Evermore. Crispin wants to make Ketch the most fabulous shoes in Evermore, and to do that he needs five pieces of chic ribbon. You can get chic ribbon from the Bustling Bazaar facility once it has been upgraded to level 2, which only requires a level 2 kingdom. Once you have the right amount, hand it in to Crispin so he can outfit Ketch with the fanciest shoes in the kingdom!

040 Bao Wao, the Street Trader

Recommended Lv. 26

Client Bao Wao
Start Chapter 5-3, Goldpaw

Prerequisites Talk to Bao Wao near the Dreaming Camomile Inn after reaching Hydropolis.

Evan bought a souvenir from a Goldpaw street vendor for ten thousand guilders, but it turned out to be a fake! This is outrageous! Let's track that unscrupulous merchant down and get our money back!

Objectives

01 Go after Bao Wao.
02 Get 1 pod of true snake-eyed peas from Floodfall Cave.
03 Give the pod of true snake-eyed peas to Bao Wao.

Rewards

1570 Exp. 540 G — KG Bao Wao
Close-Range Ring x1

Bao Wao is located a short way down Luckless Lane in Goldpaw, close to the Dreaming Camomile Inn. When you talk to him he offers to sell you a souvenir for 10000G, and you can't proceed until you have that amount in your inventory. Don't worry though, you'll get it back soon enough. After paying up, Bao Wao gives you what he claims are some genuine snake-eyed peas that always rolls ones, then runs off. It turns out he's just carved all the other dots off the pea so there's only one left, meaning you just bought a fake! Now you must chase him down and get your money back.



Little does he know the quest marker shows his exact location...

Bao Wao is standing under a tree just up the road north-west of the Dreaming Camomile Inn. Interacting with him unleashes an angry Tani, scaring him into returning your money. It turns out he's been selling the dodgy snake-eyed peas to support himself after his father passed away, but he insists that snake-eyed peas really do exist, and claims you'll find some in Floodfall Cave.



Floodfall Cave is located on the side of a cliff facing into the waters on the south east edge of the Calmlands and requires a ship to access.

Disembark on the small strip of ground in front of it to enter the cave. Halfway through Floodfall Cave you'll reach an area marked with a blue circle on the mini-map. The spot you need to search is a sparkly blue light located at the southernmost point of the circle, where you'll pick up a pod of true snake-eyed peas. Take them back to Bao Wao and he'll be convinced that his destiny lies with Evan in Evermore, completing the quest.



The True Snake-eyed Peas are located just behind this patch of grass.



041 Ringing Around

Recommended Lv. 25

Client Xiphos
Start Chapter 5-3, Hydropolis

Prerequisites Automatically received as part of the Main Story in Chapter 5-3.

The bright red coral ring Lofty seems keen on doesn't quite seem above-board as far as Hydropolitan law is concerned. But even if selling it's banned, swapping it for something isn't quite yet outside of the scope of the law. Complete the deliveries to Peleus, Proteus, and Triton to earn your prize.

Objectives
01 Deliver the goods to the people of Hydropolis.
02 Talk to Xiphos.

Rewards
1040 Exp. 380 G — KG
Soreaway Sweet x1 ★★★★★

You get this quest automatically as part of the Main Story. Lofty wants a bright red coral ring, which isn't exactly legal to sell in Hydropolis, but fortunately Xiphos will give you one if you complete a task for him in return. You must deliver three packages to three people in Hydropolis. Triton is sitting at a table next to the Inn-keeper in the Siren's Rest, Peleus is standing just outside the Coral Diadem Store in Empórion Market and Proteus can be found by traveling south from Naútes Harbor. Along the way you'll learn that Queen Nerea hasn't been seen outside her palace in decades, the kingdom has been suffering under convoluted laws, and craftsmen are finding it hard to make a living because their goods have been outlawed. Return to Xiphos to receive the adore ring.

042 Daddy Come Home

Recommended Lv. 44

Client Keeley
Start Chapter 6-1, Capstan-upon-Hull

Prerequisites Speak to Keeley on the left side of Capstan-upon-Hull, near a pile of giant logs.

Keeley, a young shipwright from Capstan-upon-Hull, spends her days staring out to sea waiting for her father to return. Perhaps Evan and co. could set sail and track him down—she'd certainly be very relieved to know what has become of him.

Objectives

01 Keeley's father was headed for the Drylands. Go and look for him.
02 Use Spirit Medium to talk to the ghost.
03 Defeat Klogg.
04 Give Keeley's keepsake to Scully.
05 Talk to Keeley in Capstan-upon-Hull.

Rewards

7110 Exp. 2130 G — KG Keeley
Wee Urchins x2 ★★★★★
Swellfish x2 ★★★★★
Seasilk x2 ★★★★★



Keeley is found to the left of Capstan-upon-Hull, near some large logs of cut timber. She's an accomplished shipwright, and would love to come to Evermore, but she can't leave until she hears word about her father, who sailed out from Capstan-upon-Hull years ago and never returned.

This quest requires you to have access to the Zippelin and the "Spirit Medium" spell. The Zippelin becomes available after Chapter 7-1 of the Main Story. The Spirit Medium spell must be researched at the Evermore Spellworks and requires a facility level of 2. You must also complete Side Quest 023 to recruit Hau Ling, and staff him in the Spellworks, as he's the only citizen who has the "Astrologer's Gift" skill required to start the Spirit Medium research.

Once you have both, jump in your Zippelin and find Crackskin Cave near the Drylands; it'll be marked on the map. Inside, you'll find a pile of boating equipment on the right-hand side of the cave; walk up to the equipment and press ⊗ when you see the interaction marker. A Spirit will appear. Cast the Spirit Medium spell on the Spirit and you'll discover it is the ghost of Keeley's father, Scully, who was shipwrecked near here then attacked by monsters, and sadly met this end. Scully was unable to pass on because he has unfinished business: his daughter, Keeley. He wants you to find the necklace stolen by the monsters who killed him and give it to Keeley, so she'll have something to remember him by.

Now you need to defeat the level 44 Tainted Monster Klogg. Turn to P.529 to find an in-depth guide to defeating Klogg. Exit the cave and you'll see Klogg on the plateau above you; you need to use the Zippelin to get up to him. When you're ready, interact with Klogg to begin the fight. After you have defeated him you'll gain the important item "keeley's keepsake". Return to Scully and he'll ask you to give Keeley the keepsake before finally passing on in peace. Teleport back to Capstan-upon-Hull and hand Keeley the necklace to give her some closure, allowing her to move on.



Scully appears after you interact with the equipment in Crackskin Cave.

043 Filippos, the Novice Hunter

Recommended Lv. 33

Client Filippos
Start Chapter 6-1, Hydropolis

Prerequisites Speak to Filippos on the southern end of the pier in Ankura Harbor in Hydropolis after purchasing this quest from the Taskmaster for 30 ToC.

A young man named Filippos has long expressed a desire to sample life in another kingdom, and was most interested when I told him about Evermore. His hunting talents are bound to prove invaluable. I suggest you go and seek him out. He should be near the docks.

Objectives

01 Talk to Filippos in Hydropolis.

Rewards

1950 Exp. 570 G — KG Filippos
Fiery Ogre's Bow x1 ★★★★★

044 Pontus's Ocean of Knowledge

Recommended Lv. 34

Client Pontus
Start Chapter 6–1, Hydropolis, down an alley located on the west wall of Kardia Square

Prerequisites Talk to Pontus at the end of the alley off Kardia Square in Hydropolis.

Pontus prides himself on being the finest oceanographer in all Hydropolis, and he wants to challenge Evan to take his quiz all about life beneath the waves! He's willing to make Evan his assistant if he gets all the answers right—and he might even move to Evermore!

Objectives

01 Show Pontus the item that he's challenged you to find (3 times).

Rewards

1890 Exp. 730 G — KG Pontus
Top Lobster x1 ★★★★★

045 Glaucus, the Ambitious Angler

Recommended Lv. 33

Client Glaucus
Start Chapter 6–1, Hydropolis

Prerequisites Talk to Glaucus in Naütes Harbor after purchasing this quest from the Taskmaster for 14 ToG. Requires completion of Side Quest 057.

Glaucus has long harbored a desire to sail far from Hydropolis to the far-flung corners of the world. He certainly owes you a debt of gratitude, but there may be other factors clouding his mind. Perhaps you'd better go and speak with him...

Objectives

01 Talk to Glaucus in Hydropolis.

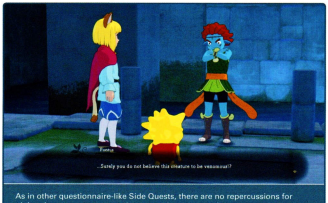
Rewards

1950 Exp. 570 G — KG Glaucus
Trophy Fish x1 ★★★★★

To get to Pontus you need to enter the small alley on the left side of Kardia Square, then follow it all the way until you see him at the very end of the path, next to the water. The self-styled best oceanographer in the world, he immediately spots you as a potential apprentice and administers a test. This is a three-part quest where you need to read a description then hand in the appropriate item from your inventory.

Before you start, check that you have at least one of each of the following materials: blimpfish, pincushion coral, and seasilk. If you're missing any, you can purchase blimpfish from the Taverna Kalamari in Naütes Harbor for 1000G. Pincushion coral can be purchased from Evermore's Everyday General Store at facility level 3, or you can trade six Tokens of Gratitude at the Swift Solutions Taskmaster for one. Seasilk is available at the Fresh Fish Market in the kingdom and can be bought at the Everyday General Store just like the coral.

When you have all three, return to Pontus. The first request is for a "venomous fish"; this is the blimpfish. The next is a piece of "poisonous coral"; choose the pincushion coral. Pontus's final test is "a piece of seaweed so silky, you can use it as a scarf". The answer is, of course, "seasilk". Pontus will be so pleased with your nautical nous he'll decide the best place to continue his research is in Evermore.



As in other questionnaire-like Side Quests, there are no repercussions for giving the wrong answer, and you can always try again.

046 Thaumas, the Suave Sorcerer

Recommended Lv. 33

Client Thaumas
Start Chapter 6–1, Kardia Square in Hydropolis

Prerequisites Speak to Thaumas in Kardia Square in Hydropolis after purchasing this quest from the Taskmaster for 29 ToG.

Thaumas, a charming young sorcerer from Hydropolis, has expressed an interest in moving to Evermore. But if you want to go and speak to him, I warn you—you'll have to find a moment when he's not surrounded by admirers!

Objectives

01 Talk to Thaumas in Hydropolis.

Rewards

2300 Exp. 630 G — KG Thaumas
Mage's Ring x1 ★★★★

047 Peleus, the Amiable Armorer

Recommended Lv. 33

Client Peleus
Start Chapter 6–1, Empórion Market in Hydropolis

Prerequisites Speak to Peleus in Empórion Market in Hydropolis after purchasing this quest from the Taskmaster for 32 ToG.

Peleus the armorer has a rather brutish appearance, but his character is the exact opposite—he'll go out of his way to assist anyone in need. He seemed to be very interested in the kingdom you're building. I think you should go and talk to him about it!

Objectives

01 Talk to Peleus in Hydropolis.

Rewards

2360 Exp. 590 G — KG Peleus
Fiery Plunderbuss x1 ★★★★

048 A Career Cut Short

Recommended Lv. 39

Client Nereus
Start Chapter 6-1, Hydropolis

Prerequisites Talk to Nereus near the Siren's Rest in Hydropolis.

Nereus was once a renowned singer whose music touched countless people's hearts. When Evan and co. come across him in Hydropolis, however, it turns out that his voice has been stolen by a vindictive witch! Is there anything that can be done to get him singing again?

Objectives

01 Pay a visit to the witch on Makronos and try to lift Nereus's curse.
02 Talk to Nereus in Hydropolis.

Rewards

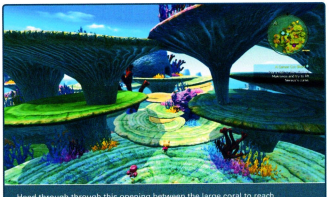
5350 Exp. 1450 G — KG Nereus
Songbook No. 1 x1



Nereus is standing on the side of a green-walled building just before the bridge that leads to the Siren's Rest in Hydropolis. He's a famous professional singer, but he's almost entirely lost the use of his voice! It takes some inspired guessing from Leander to work out that a witch on the island of Makronos has put a curse on him. You need to head to Capaneus's Crypt to lift the curse.

This quest's objective is the level 34 Tainted Monster Scintilla, so turn to P.519 for in-depth advice and tactics for defeating it. Capaneus's Crypt is located at the end of the marked path on the map, and you'll need to fight through level 32-41 monsters to get to it, so make sure you've brought enough curatives. Once inside, your target is in the southernmost room of the Crypt.

When you get to Scintilla, you'll have time to prepare yourself for battle, as the fight only starts when you interact with the glowing aura. When you interact with the monster to start the battle, you'll discover that the only way to return Nereus's voice is to defeat Scintilla—the monster is too in love with Nereus's voice to return it for any other reason! After you've defeated the sorcerous song thief, return to Nereus in Hydropolis, where he uses his regained voice to explain exactly how he managed to get it stolen in the first place.



Head through through this opening between the large coral to reach Capaneus's Crypt.

049 Proteus, the Gloomy Jeweler

Recommended Lv. 33

Client Proteus
Start Chapter 6-1, Hydropolis

Prerequisites Speak to Proteus in Hydropolis after purchasing this quest from the Taskmaster for 20 ToG.

Proteus is a rather melancholy young man, but his skill as a jeweler is without equal. If you're looking for talented craftsmen to come and work in your kingdom, you could do an awful lot worse!

Objectives

01 Talk to Proteus in Hydropolis.

Rewards

2160 Exp. 800 G — KG Proteus
Blue Prisms x3 ★★★★★

050 Triton, the Honest Scholar

Recommended Lv. 33

Client Triton
Start Chapter 6-1, Hydropolis

Prerequisites Speak to Triton in Hydropolis after purchasing this quest from the Taskmaster for 22 ToG.

I would like to introduce you to a scholar by the name of Triton. He asked me to find him the person with whom he would spend the rest of his days, you see. I think this might be the ideal time to get him to come over to your kingdom!

Objectives

01 Talk to Triton in Hydropolis.

Rewards

2210 Exp. 720 G — KG Triton
Magic Muffler x1 ★★★★★

051 Speio, Priestess in Training

Recommended Lv. 39

Client Speio
Start Chapter 6-1, Hydropolis, Palace of Hydropolis

Prerequisites Talk to Speio in the Palace of Hydropolis.

Speio has her heart set on being ordained a priestess, but in order to complete her training she must travel to Leucippes' Labyrinth and listen to the whisperings of something known as the Sea God's Trumpet. It is a perilous journey, however, and the young trainee priestess will require an escort...

Objectives
01 Speak to Speio in Leucippes' Labyrinth.
02 Defeat the ghost soldiers in battle with Speio's assistance.
03 Talk to Callianeira in Hydropolis.
04 Learn the "Rejuvenate" spell.
05 Talk to Speio in Hydropolis.

Rewards
4460 Exp. 1360 G — KG Speio
Watery Wand of Wisdom x1 ★★★★★

You need the "Rejuvenate" spell to complete this quest. It can be researched at the Evermore Spellworks facility—see P.132 for requirements.

Speio is standing to the left of Queen Nerea's throne in the Palace of Hydropolis. She's an enthusiastic young priestess-in-training who really wants to complete her apprenticeship, so she can help Evan in his kingdom. But to do that she needs to travel to the dangerous Leucippes' Labyrinth and listen to the whispering of the "Sea God's Trumpet". Evan volunteers to escort her. Leucippes' Labyrinth is where the Skirmish Battle "Labor of the Labyrinth" during Main Story Chapter 5-3 took place. It's possible you won't have access to the trip door if you've only been there once during the Main Story, since the Skirmish Battle automatically began before you could activate it. In that case you'll need to return to the beach via Ship (or Zeppelin) to activate the trip door. You'll find Speio a little way inland.

Talk to her and she'll complain that she can't sense the trumpet because the ghosts of old soldiers are interfering. You'll need to complete the level 16 Skirmish Battle "Lost Souls' Lament" to proceed. Turn to P.443 for in-depth advice for this Skirmish Battle. When you are ready, interact with the Skirmish Standard to begin. After the battle you'll receive the important item "Sea God's Trumpet". Unfortunately, Speio can't hear anything from it. Return to Callianeira in the Palace of Hydropolis and she will explain that the Sea God's Trumpet has decayed over the years, losing all its power.

At this point, if you don't have the Rejuvenate spell, you'll need to go and research it before you can continue. Once you have the spell, return to Speio and talk to her to cast it on the Sea God's Trumpet, allowing her to hear the whispers of the gods and complete her apprenticeship.

052 Helena, the Hearty Hunter

Recommended Lv. 33

Client Helena
Start Chapter 6-1, Hydropolis

Prerequisites Speak to Helena in Hydropolis after purchasing this quest from the Taskmaster for 24 ToG.

Here's an idea for you—why not ask Helena from the restaurant in Hydropolis to come and join you in your kingdom? She's an excellent hunter as well as a first-rate cook. I have no doubt she'll prove a big hit over in Evermore!

Objectives
01 Talk to Helena in Hydropolis.

Rewards
1950 Exp. 570 G — KG Helena
Mermaid's Delight x2 ★★★★★

053 Lycorias, the Doubtful Guard

Recommended Lv. 43

Client Lycorias
Start Chapter 6-1, Hydropolis

Prerequisites Speak to Lycorias in the Palace of Hydropolis.

Ever since she was a little girl, Lycorias has wanted to be a heroine. She is now a guard at the palace, but often finds herself torn between her duties and her desire to help people in need. Lately, she's been very concerned about a monster that's been terrorizing Hydropolis—can Evan do something to help?

Objectives
01 Defeat Dampo.
02 Talk to Lycorias in Hydropolis.

Rewards
6750 Exp. 1990 G — KG Lycorias
Sickening Dragon Lance x1 ★★★★★

Lycorias is inside the main hallway of the Palace of Hydropolis. All her life, Lycorias has wanted to help people, but it turns out her choice to become a guard in the Palace is preventing her from protecting the people of the kingdom from a rampaging monster. Evan volunteers to kill it in her place.

Dampo is a level 43 Tainted Monster found on a small island to the north-east of the larger island of Makronos. P.528 has all the details you'll need to defeat this monster. If you find yourself needing to level up, Makronos island and the Abyss are good choices for farming monsters for experience. The Makronos trip door is the closest location to Dampo; jump back in your ship (or call the Zippelin if you have it) and head north-east to find it. After defeating Dampo, return to Lycorias, where she'll be so inspired by your heroics she'll decide her future lies with Evan in Evermore!

054 Hansel, the Fanciful Gardener

Recommended Lv. 33

Client Hansel
Start Chapter 6-1, Forest of Niall

Prerequisites Speak to Hansel in the Forest of Niall after purchasing this quest from the Taskmaster for 16 ToG.

A young human who goes by the name of Hansel is among those who have fled Ding Dong Dell for safer climes. He seems to have been sidetracked by the sights of the Forest of Niall, but maybe you could convince him to up sticks for Evermore.

Objectives

01 Talk to Hansel in the Forest of Niall.

Rewards

1820 Exp. 890 G — KG Hansel
Three-Leafed Soreaway x5 ★★★★★

055 A Secret Sweet Tooth

Recommended Lv. 36

Client Sweet-Toothed Man
Start Chapter 6-1, Goldpaw

Prerequisites Talk to the Sweet-Toothed Man south of Fortune Square in Goldpaw.

Goldpaw is famous for its spicy cuisine, but one man who lives there has a secret to share...he prefers the sweet desserts of foreign kingdoms! He's never told anyone about his sweet tooth before—can Evan bring him a little of what he fancies without anyone finding out?

Objectives

01 Get 1 slice of Rosehip Tart.
02 Give the slice of Rosehip Tart to the Sweet-Toothed Man.

Rewards

2430 Exp. 1300 G — KG
Runny Honey x5 ★★★★★

You'll find the sweet-toothed man near the gate to Fortune Square in Goldpaw. He's got a secret he dares tell no-one in his circle of family and friends—in the city of spicy, he craves some foreign sweets! You'll need to bring him a rosehip tart to satisfy his sugar cravings.

Unfortunately, Side Quest 055 can't be completed until you've completed the Main Story. You need the "How the Ancients Ate" Cookbook from Side Quest 160 to allow Floyd to cook up a Rosehip Tart. Side Quest 160 is only available after finishing the Main Story and seeing the end game credits, making a Complete Save File, and then reloading it, so you'll have to leave this quest till then. If you've completed the Main story, turn to P391 to find the guide for completing Side Quest 160 and follow it until you receive the Cookbook.

Once you have it, take it to Floyd to allow him to cook up the rosehip tart; bring it back to the Sweet-toothed Man and he will give Evan an in-depth lecture on the proper aesthetic appreciation of a sugary delicacy—after he's eaten it, of course.

056 Unfun Fungus

Recommended Lv. 40

Client Mushroom-Lover
Start Chapter 6-1, Capstan-upon-Hull

Prerequisites Speak with the Mushroom-Lover standing near the innkeeper in Capstan-upon-Hull.

A mushroom-loving man from Capstan-upon-Hull is utterly despondent after discovering that an invasive species of fungi is destroying the edible crop at his favorite mushroom-picking spot! It's up to Evan to track down the source of these meddlesome invaders and nip the problem in the spore!

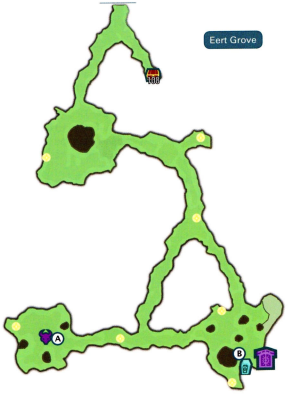
Objectives

01 Track down the mumshroom in Eert Grove.
02 Defeat Abnorma.
03 Talk to the Mushroom Lover in Capstan-upon-Hull.

Rewards

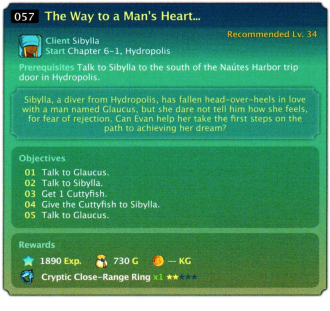
5670 Exp. 1560 G — KG
Champion's Ring x1 ★★★★★



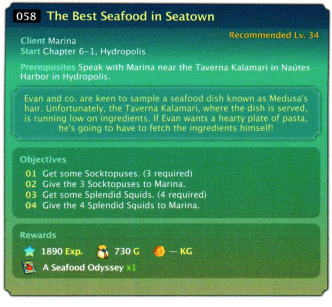


Travel to Capstan-upon-Hull and talk to the mushroom-lover standing near the innkeeper. An avid mushroom picker, he's recently discovered a mumshroom has been devastating his favorite crop! He asks you to travel to Eert Grove and deal with the fungicidal invader.

Upon entering Eert Grove you'll see a small sporcino that has been "tainted to beggary", in Lofty's words. It runs off, and your objective marker will show the location of the level 37 Tainted Monster Abnorma, located at **Position A** on the map. Turn to P.522 for in-depth strategy and tactics for this monster. You'll need to fight your way through the enemies standing between you and Abnorma. The waystone at **Position B**, next to Eert Grove's Dreamers Door, is handy for refreshing HP and MP. After a short cutscene you'll be able to interact with Abnorma to start the fight. Once you've defeated the ferocious fungus, return to the mushroom lover in Capstan-upon-Hull to report the fabulous news that his favorite farming field is fungicide free for the foreseeable future.



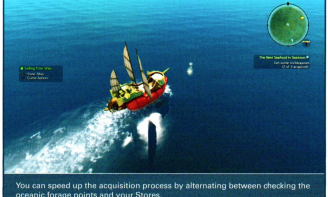
Sibylla is standing at the southern end of Naûtes Harbor in Hydropolis. This cripplingly shy diver-by-trade has fallen in love with Glaucus the fisherman. In this quest you play matchmaker by talking to Glaucus, to figure out how to get his attention. Glaucus is near the giant fish by the side of the Harbor, and unfortunately it seems Sibylla hasn't made much of an impression on him. When you report this news to Sibylla, she decides to beguile him with her cookery skills; she wants you to bring her a cuttyfish so she can prepare Glaucus a delicious meal. Cuttyfish are a rarity three material that can be found from foraging points on the open ocean, as well as from the Fish Markets in your kingdom. Once you have a cuttyfish, hand it in to Sibylla, and she'll create a plateful of the dish "Mermaid's Delight!" Give it to Glaucus and he'll tuck in with great enthusiasm. After Evan tells him who cooked it Glaucus's impression of Sibylla is dramatically improved, finishing the old saying in this Side Quest's title the traditional way…. along with the quest!



Talk to Marina in front of the Taverna Kalamari in Naûtes Harbor and she will tempt you into trying their specialty, the Medusa's hair pasta. The only snag is there aren't enough ingredients to make it. You'll need to bring her the ingredients she needs so you can sample the delicacy. This is a two-part material-gathering quest, and fortunately you can find both from the same facility.

You'll require three socktopuses and four splendid squids to complete this quest. Check your inventory for them first, as you may already have them. If not, both materials can be found at the Fresher and Freshest Fish Market facilities when they reach level 2, as well as every other higher Fish Market at facility level 1. Otherwise foraging points in the open ocean have a chance of giving you them, but the locations you can find them are shared with a lot of other items, so unless you have an unquenchable thirst for sailing the open seas for long stretches of time, you'd be better off setting up your kingdom to produce them at the Fish Market facilities and moving onto another quest while you wait.

Once you have enough of both, return to Marina to hand in the socktopuses. She'll then ask you for four splendid squids, so give her those and soon enough Evan and Lofty will be enjoying some delicious Medusa's hair pasta. Don't worry, you also get something—finishing this quest gives you the "A Seafood Odyssey" Cookbook for Floyd, allowing him to cook up various Hydropolis specialties and all the stat-boosting buffs these seafood superfoods can offer.



You can speed up the acquisition process by alternating between checking the oceanic forage points and your Stores.

059 By Hook or By Crook

Recommended Lv. 34

Client Careless Angler
Start Chapter 6-1, Hydropolis

Prerequisites Talk to the Careless Fisherman east of the Ankura Harbor trip door in Hydropolis.

A careless fisherman dropped his line into an area where fishing is forbidden, and now he's being pursued by the merwoman who picked it up. He's absolutely convinced that he's in deep trouble, but can Evan help persuade her that it was just an accident?

Objectives

01 Go to Nautes Harbor and find the merperson who's been following the fisherman.
02 Talk to the Careless Angler.
03 Get 3 Gold Nuggets.
04 Give the 3 Gold Nuggets to the Careless Angler.

Rewards

1890 Exp. 730 G — KG
Antifreeze Pendant x1 ★★☆☆☆

060 Who's the Big boss?

Recommended Lv. 37

Client Grimchilla Elder
Start Chapter 6-1, Greenglade Cave

Prerequisites Enter Greenglade Cave near Forest of Niall after researching the spell "Nature's Tongue" at the Evermore Spellworks.

In a dense area of woodland near the Forest of Niall, Evan comes across a cave where a nest of grimchillas have lived in blissful peace—until recently. It seems a nasty porc has taken over their burrow, and they're powerless to do anything to drive him away. Can Evan step in to save the day and skewer the invader?

Objectives

01 Head deeper into the cave.
02 Defeat the porc.
03 Talk to the Grimchilla Elder.

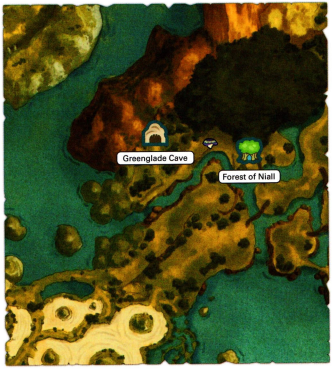
Rewards

3650 Exp. 1020 G — KG
Songbook No. 27 x1

The careless angler you need to talk to is standing at the end of the pier to the north of where your ship is anchored in Hydropolis. He accidentally dropped his line into an illegal spot while fishing, and now he's being chased by the merwoman who picked it up. He wants you to go persuade her it was an accident as he's too frightened to explain himself.

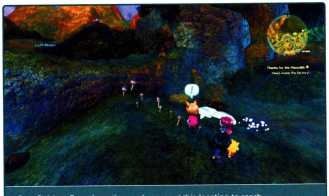
The "sniffy young woman" you need to talk to is standing at the north end of Nautes Harbor. From the trip door, head all the way up to the other end of the giant fish carcass to find her standing next to a winch near the ocean. When Evan attempts to excuse the fisherman, she explains that she was only interested in the quality of his fishing hooks, not where he casts them! She's been trying to find him to ask where he bought them, so she can wear them as fashion accessories. Return to the careless angler in Ankura Harbor to discover that he hand-makes all his fishing tackle himself. He's so taken aback at the idea that someone admires his handiwork he decides, with a little nudging from Lofty, that he should make her some special earrings of her own. You'll need to get him three gold nuggets.

Gold nuggets can be found from your kingdom's Mining Camp No.2 and No.3 at facility level 2, as well as any later Mining Camps. They're also purchasable from the Taskmaster for 10 Tokens of Gratitude. For those doing this quest later in the game, the Evermore General Store stocks them at facility level 4. Once you have them, hand them in to the careless angler and he'll nervously ask you to wait around while he bangs out his masterwork. Don't worry, you don't have to: the sniffy young woman has grown tired of waiting around and followed you to find the angler herself. Evan and friends quickly realise they are no longer needed.



You need the "Nature's Tongue" spell to start this Side Quest. In fact, you can't even talk to the quest-giver unless you have it. It can be researched at the Evermore Spellworks; you'll find the requirements on P.132. Once you have it, you'll need to head to Greenglade Cave that lies to the west of the Forest of Niall. It's up on a plateau, so you need to cast the "Quicken Growth" spell on some mushrooms to get up to it, but you can also get there via Zeppelin if it's available. If you enter without Nature's Tongue, you'll see the Grimchillas, but you can't interact with them. Enter with Nature's Tongue, however, and you'll be confronted by the Grimchilla Elder, and Evan will cast the spell, allowing you to converse with him.

It turns out the grimchillas in the cave are being bullied by a new arrival; a big mean porc. The level 43 porc is deeper inside the cave; turn right at the first intersection and you'll find it surrounded by hedgehounds. It threatens even more violence against the Grimchillas, so there's nothing for it but to take it out. If you have any trouble, clear out the hedgehounds first, allowing you to focus on the porc. Afterwards return to the entrance and give the Grimchilla Elder the news that their days of being bossed around are over.



Cast Quicken Growth on the mushrooms at this location to reach Greenglade Cave.

061 Fangs for Everything

Recommended Lv. 39

Client Helena
Start Chapter 6–1, Evermore

Prerequisites Talk to Helena in Evermore after completing Side Quest 052.

Helena, a chef from Hydropolis, would like to prepare a seafood feast for the people of Evermore in order to introduce them to the culinary delights of the ocean. Her centerpiece will require six fresh fangfish. Evan has been asked to help land the catch, but he won't be able to do it alone!

Objectives
01 Go and speak with the soldier who went to scout things out.
02 Take to the field and catch six fangfish!
03 Talk to Helena in Evermore.

Rewards
4460 Exp. — G 11000 KG
Pendant of Grit x1 ★★★★★

Helena can be found in Evermore—talk to her to find out she wants to prepare a huge seafood feast for everyone in the kingdom. To do that she needs six fresh fangfish for her centerpiece, which require an army to take down. You need to teleport to Leucippes' Labyrinth and talk to the Evermorian scout on the beach near the trip door. The Skirmish Standard for the level 25 Skirmish Battle "Angling for Fangfish" will appear nearby; turn to P.441 for an in-depth guide. When you are ready, interact with the Skirmish Standard to start a most unique "fishing" expedition—with a time limit. Afterwards, return to Helena in Evermore via the trip door to hand over the ingredients for the feast, ending the quest.

062 Skirmish with the Sea's Finest

Recommended Lv. 39

Client Lycorias
Start Chapter 6–1, Evermore

Prerequisites Talk to Lycorias in Evermore after completing Side Quest 053.

The kingdoms of Hydropolis and Evermore have been joined by the Declaration of Interdependence, and the former has invited Evan's forces to take part in a mock battle. It seems that Lycorias has boldly challenged them to bring their very best troops. Will they prove too much for the forces of Evermore?

Objectives
01 Talk to the Hydropolitan soldier in Leucippes' Labyrinth.
02 Win the Battle!

Rewards
4460 Exp. — G 11000 KG
Songbook No. 8 x1

Lycorias will have news for you in Evermore—the armies of Hydropolis want to engage in a mock battle with Evermore! In the face of Lycorias' bountiful confidence, you are off to another Skirmish Battle at Leucippes' Labyrinth. Talk to the Hydropolitan troops located deep in Leucippes' Labyrinth, just before the cave you fought Cetus in during Main Story 5-3.



The Hydropolitan military forces certainly picked an appropriately thematic location for this mock battle.

The Skirmish Standard for the level 24 Skirmish Battle "Joint Exercise: Code Blue" will appear nearby. Turn to P.440 for an in-depth guide to this Skirmish Battle. When you are ready, interact with the Skirmish Standard to begin. Once you have won this Skirmish, the quest will complete after a friendly chat with the Hydropolis Commander.

063 Tasty Treats Among the Trees

Recommended Lv. 36

Client Filippos
Start Chapter 6–1, Evermore

Prerequisites Speak with Filippos in Evermore after completing Side Quest 027 and Side Quest 043.

Filippos, a young man from Hydropolis, has designs on being Evermore's top hunter, and has taken to spending his days practicing in the forest with Moggie May. The only problem is that their diet doesn't have much variety. Can Evan help him learn how to cook some simple dishes to liven up their lunchtimes?

Objectives
01 Get 1 bowl of Hydropolitan Stew.
02 Give the bowl of Hydropolitan Stew to Filippos.

Rewards
2430 Exp. — G 10000 KG
Windy Composite Bow x1 ★★★☆☆

Filippos has been spending his time improving his hunting skills with Moggie May, but their diet when on the hunt leaves something to be desired. He'd like to improve his cooking skills and asks you to bring him a plate of hydropolitan stew. You can purchase hydropolitan stew for 1300G from the Taverna Kalamari near the Naútes Harbor trip door in Hydropolis. Return to Filippos to give him the stew, which gives him some great ideas for cooking up the animals he hunts with Moggie May.

064 A Most Distressing Dream

Recommended Lv. 34

Client Speio
Start Chapter 6–1, Evermore

Prerequisites Talk to Speio in Evermore after completing Side Quest 051 and Side Quest 022.

Speio, a priestess who has come to Evermore from Hydropolis has had a dream in which one of her fellow subjects seemed to be terribly distressed... She doesn't know this person's identity, but she has an idea of what they look like. Can Evan use her description to track this poor person down?

Objectives
01 Find someone in Evermore who has bushy brown hair and two round ears atop their head.
02 Get 5 Venom-Be-Gones.
03 Give the 5 Venom-Be-Gones to Long Mein.

Rewards
1890 Exp. — G 6750 KG
Toxaway Pendant x1 ★★☆☆☆

Talk to Speio in Evermore to start this quest. She had a dream that showed a person with bushy brown hair and two round ears on their head crying while looking at the ground. Convinced that it is someone within Evermore, she's been trying to find them to discover what's wrong. Evan offers to help track his suffering subject down.

The subject in this case is Long Mein, from Side Quest 022. He will be wandering randomly around Evermore, but you can assign him as the sole person in a facility to make him appear at the front of it. Talk to him to discover he's more than just a little upset; he likes to snack on the mushrooms in the lumberyards, and he's accidentally eaten a poisonous one! You need to find him five venom-be-gones to be sure all the poison is neutralized. You can purchase these from the Everyday General Store in Evermore if you have completed the research "Apothecary's Creed: Basic" at the Hubble-Bubblery facility. If you are completing this quest later in the game, you can also buy them from Swift Solutions in Ding Dong Dell (the Vendor, not the Taskmaster). Return to Long Mein once you have the venom-be-gones to cure him of the toadstool's poison, and to explain that Speio's prophetic dream was the cause of Evan's miraculously-timed rescue operation.

065 A Love Supreme

Recommended Lv. 34

Client Thaumas
Start Chapter 6–1, Evermore

Prerequisites Talk to Thaumas in Evermore after completing Side Quest 046 and crafting the "Lullaby Lance" in the Evermore Weapon Workshop.

Thaumas the sorcerer has found a piece of paper on which are written the intriguing words "To those who seek a mother's strength." Alas, the rest of the text appears to be missing. Both Thaumas and Evan are keen to know what else it says, but in order to do so, a certain magical substance will be required...

Objectives
01 Get 1 jar of Heavenly Wonderwater.
02 Give the jar of Heavenly Wonderwater to Thaumas.

Rewards
1890 Exp. — G 6750 KG
Breezeguard Pendant x1 ★☆☆☆☆
You can now craft the Beddy-Bye-Lance in the Evermore Weapon Workshop.

To start this Side Quest, you first need to craft the Lullaby Lance weapon in the Evermore Weapon Workshop. This requires Level 2 Weapon Development—see P.117 for more details. When you've crafted the lance, find and talk to Thaumas somewhere in Evermore. He's found a mysterious letter that abruptly cuts off midway after talking about a "mother's love". Thaumas believes the letter is enchanted and needs a jar of heavenly wonderwater to remove the enchantment and decipher the rest of the message.

Unfortunately, heavenly wonderwater is very difficult to get your hands on until you get a level 3 kingdom, which isn't possible until at least Chapter 7, when more quests are unlocked here, so you'll have to leave this quest until then. Once you have a level 3 kingdom, build the "Mining Camp No. 5" facility and upgrade it to facility level 2: it has a chance of producing heavenly wonderwater. Then you can continue with the game while you wait for your kingdom to produce the wonderwater jar—remember to come back and empty your stores regularly. You only need one, so once you've got it hand it in to Thaumas to discover the rest of the mysterious message. This will unlock the Beddy-Bye Lance at the Evermore Weapon Workshop, an upgrade for the Lullaby Lance.

066 Triton's Lost Treasure

Recommended Lv. 35

Client Triton
Start Chapter 6-1, Evermore

Prerequisites Talk to Triton in Evermore after completing Side Quest 050. Kingdom must be level 2 or more.

Triton has just received a brand new book, and can't wait to start reading it, but unfortunately, he's managed to lose it somewhere! It's up to Evan to retrace his steps and retrieve the scatty scholar's missing tome!

Objectives

01 Find the missing book on the road to the Spellworks.
02 Give the Academic Tome to Triton.

Rewards

3150 Exp. — G 8320 KG
Songbook No. 29 x1

Triton has lost his brand-new book when he tripped and fell. It would be a bad idea for him to wander around right now so Evan will retrace his steps to the Spellworks and find the book for him. This quest requires you to find a sparkly blue light in Evermore. There are several of them along the road, the one you want is next to the tree in front of the Spellworks, where you'll pick up the "Academic Tome" important item. Return the tome to Triton to finish the quest and let him read his book while he recovers from his fall.

067 A Cuttyfish Above

Recommended Lv. 34

Client Peleus
Start Chapter 6-1, Evermore

Prerequisites Talk to Peleus in Evermore after completing Side Quest 047 and crafting a cuttyfleche at the Evermore Weapon Workshop.

Peleus, a weapon-maker from Hydropolis, is incensed by one of the swords being produced at Evermore's weapon workshop. He feels very strongly that the cuttyfleche doesn't do justice to the cuttyfish from which it derives its form. Having heard this, Evan invites him to come up something that does!

Objectives

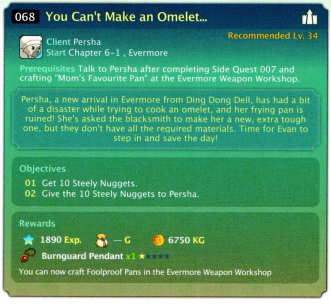
01 Get 10 Cuttyfish.
02 Give the 10 Cuttyfish to Peleus.

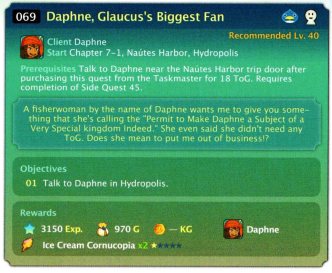
Rewards

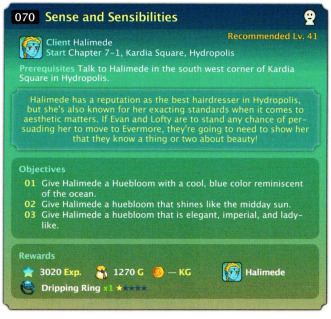
1890 Exp. — G 6750 KG
Dripguard Pendant x1 ★★★★★
You can now craft the Cuttyfalchion in the Evermore Weapon Workshop.

Before this quest becomes available you'll need to make the Cuttyfleche weapon at the Evermore Weapon Workshop. Once you've crafted one, enter Evermore via the trip door. Peleus will now have a quest for you somewhere in Evermore. He's unhappy at the quality of the Cuttyfleche you just crafted and claims he could make a weapon that does proper justice to the fish the weapon is based on. To this he needs ten cuttyfish. The many ways of getting your hands on cuttyfish in this part of the game are detailed in the entry for Side Quest 057 "The Way to a Man's Heart..." on P.343. Once you have ten of them, hand them in to Peleus to unlock the ability to craft the Cuttyfalchion.









For this quest to become available from Persha, you need to build the Mom's Best Frying Pan weapon in the Evermore Weapon Workshop. This weapon becomes available to build after completing level 2 weapon development.

Build any variant of the weapon—quality is irrelevant—then take the trip door to Evermore. Persha will now have a quest for you somewhere in Evermore. She's ruined her frying pan, but when she went to get a new one, the Evermore Weapon Workshop was all out of good steel. She needs ten steely nuggets, so they can build her a frying pan that can take on any number of eggs, and monster noggins too while it's at it.

Steely nuggets are available from the Mining Camp No. 2 and 3, as well as No. 1 when it's upgraded to facility level 3. The Everyday General Store stocks them for purchase when it is upgraded to facility level 3. If you are short of nuggets and want to complete the quest immediately, you can trade six Tokens of Gratitude for one steely nugget at the the Swift Solutions Taskmaster. If you have plenty of facilities producing materials in your kingdom, you can harness their production power by taking and immediately completing Errands asking for materials you already have. Once you have the steely nuggets, hand them in to Persha and she will get herself a new frying pan. In addition, the Evermore Weapon Workshop can now craft a "Foolproof Pan", an upgraded version of the weapon you had to craft to start this quest…which is now complete.

Halimede is on the south-west side of Kardia Square in Hydropolis. Lofty gets into an argument with her after Evan invites her to his kingdom, and you'll need to answer her hue-based questions by bringing her the appropriately-shaded item. Check if you have the following hueblooms in your inventory: sapphire, citrine, and amethyst.

If you don't, you can trade for them at the Taskmaster on the other side of the building for 6, 10, and 15 Tokens of Gratitude, respectively. You may have to take and immediately hand in a few Errands at the Taskmaster to get enough Tokens of Gratitude. Ensure you have at least one of all three hueblooms in your inventory before continuing. Halimede will ask you three questions; simply hand in the following hueblooms in order: sapphire for question one, citrine for question two, and amethyst for question three. Once you've given her all three in order, Halimede is satisfied that Evan's color appreciation skill is up to her exacting standards, and she moves to Evermore, completing the quest.

071 Thetis, Medicinal Merperson

Recommended Lv. 42

Client Thetis
Start Chapter 7-1, Empórion Market, Hydropolis

Prerequisites Talk to Thetis inside the Coral Diadem Item Shop in Hydropolis.

Thetis, a doctor from Hydropolis, is always busy attending to her patients' various needs, but has recently discovered a formula for a new medicine that would allow merfolk to spend extended time on dry land. She's just missing one crucial ingredient. Can Evan step in and save the day?

Objectives

01 Get 1 jar of Deep Seawater from Tidewash Cave.
02 Give the jar of Deep Seawater to Thetis.

Rewards

4970 Exp. 1610 G — KG Thetis
Superior Sixth Censer x2 ★★★☆

072 Chip, the Child Prodigy

Recommended Lv. 41

Client Delivery Robot
Start Chapter 7-1, Broadleaf Entrance

Prerequisites Speak to the Delivery Robot to the right of the stairs to the elevator in Broadleaf.

A Broadleafian delivery robot is having a spot of bother, and Evan has agreed to help it out by delivering a package containing special research materials to someone by the name of Chip, who works in Broadleaf's Magical Research Division.

Objectives

01 Deliver Chip's package.
02 Get 2 jars of Oasis Wonderwater.
03 Give the 2 jars of Oasis Wonderwater to Chip.
04 Get 3 Dark Crystals.
05 Give the 3 Dark Crystals to Chip.

Rewards

3020 Exp. 1270 G — KG Chip
Sage's Secret x1 ★★★☆

You'll find Thetis tending to a patient inside the the Coral Diadem in Hydropolis, near Empórion Market. She's been working on a potion that would allow merfolk to spend extended time on dry land without ill effects, but she needs one final ingredient; some deep seawater from Tidewash Cave in the Eider Downs.

To get to Tidewash Cave you either need to take the Zippelin, once you get it in Chapter 7-2, or take the ship over the southern ocean rift and skirt the coastline until you reach the small island within a round cove. Once you get to the island, make sure to use the trip door so you don't need to make the trip again, then head down to the cave mouth to enter Tidewash Cave.

Your objective is a sparkly blue light on the southern edge of the objective circle, on the opposite side of the cave from the Dreamer's Door. Once you have the deep seawater, return to Thetis to allow her to complete her potion and finish her dream of allowing merpeople to travel anywhere, free of the ocean. Places such as your kingdom, where her Cauldron Sense ability will unlock useful upgrades in the Hubble-Bubblery!



The Deep Seawater is located at this sparkly blue light.

The Delivery Robot you want to speak to is to the right after using the Broadleaf Entrance trip door—it's the one holding its spinning head. The Delivery Robot's navigational systems have malfunctioned, so it can't complete the delivery to Chip in the Magical Research Division. Evan offers to make the delivery for the robot and receives the important item Chip's Package. Before you head off to Chip, check to see if you have two oasis wonderwaters and three dark crystals in your Inventory. If you don't, head to the Taskmaster on this level and purchase them for 6 and 10 Tokens of Gratitude each. You may have to take and hand in some Taskmaster Errands.

Once you have the required items, head to Upper Midtown. The package was just what Chip the child genius needed to (almost) finish his research. Now he just needs some oasis wonderwater and dark crystals before he can complete his greatest work to date, and fortunately for you, the great Chip has selected you to help him get these items. Show your worth as the most dependable of assistants by immediately handing him the items you have in your inventory as he asks for them. Chip will be able to finish his research, leaving him with nothing much to do anymore. Fortunately for Chip, his chosen research assistant happens to be a king with a kingdom in need of quality magical researchers, so his future job prospects are golden.



Chip is standing in a building in Upper Midtown, past a door opened by standing in front of it and pressing ⊗.

073 **Oz Wants Out**

Recommended Lv. 44

Client Oz
Start Chapter 7-1, Broadleaf Entrance

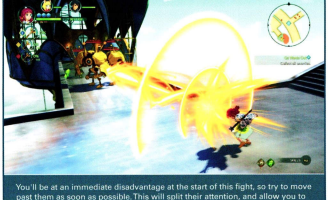
Prerequisites Walk down the corridor to the north of the Broadleaf Entrance trip door.

Evan and co. can hear desperate cries coming from behind a door in the Treehouse in Broadleaf. Oz, a security guard, has got himself locked in! To set him free, the security system in the factory research lab needs to be rebooted. Can Evan step in and save the day?

Objectives
01 Go to the Factory Floors.
02 Defeat all enemies.
03 Reboot the system using the computer in the factory research lab.
04 Talk to Oz in Broadleaf.

Rewards
5530 Exp. 1730 G — KG Oz
Shot-O-Salad x5 ★★★★★

This quest is automatically started when you walk past a metal door located halfway between the Broadleaf entrance and Poplar Produce—simply walk down the corridor to the left after taking the Broadleaf trip door. Oz is a security worker who's trapped inside the security room after the security system in the factory research lab went down. Someone needs to go reboot it, and that someone is you! The factory research lab is the location of the second memolith you found during Main Story 6-3. The fastest way to get there is to take the Testing Floor trip door and walk backwards through the Factory Floors, jumping over the completed puzzle to reach the outside area. When you try to go through, it's locked, so Lofty decides a little heave-ho will solve the problem. This trips the security system, resulting in the surprise arrival of some bots behind you. This fight has three level 46 BL-Ockers and two Lv 46 BL-Eaters. The BL-Ockers have a lot of health and use the same attacks as regular BL-Itzers, so be careful not to get overwhelmed by the three BL-Ockers during this fight. Try to focus on them one at a time to remove each one as fast as possible. Water-based Magic attacks are a good choice here to deal great damage.



You'll be at an immediate disadvantage at the start of this fight, so try to move past them as soon as possible. This will split their attention, and allow you to pelt any of them focused on your party with ranged attacks.

When you have cleaned them all up, Bracken will hack the door, allowing you entry. You need to interact with one of the consoles in this room—it's the only monitor with a bright screen. This will unlock the security door in Downtown, allowing Oz to escape. Return to the door you walked past to start the quest at the Broadleaf Entrance and Oz will be standing outside it. He's so grateful that someone let him out he'll jump at Evan's invitation to join Evermore.

074 **Price's Delayed Delivery**

Recommended Lv. 46

Client Price
Start Chapter 7-1, Broadleaf Lower Midtown

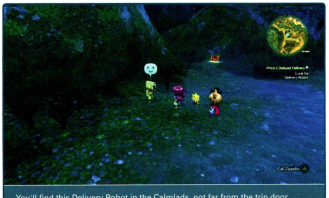
Prerequisites Talk to Price near Pepper's Pop-Up Beanery in Broadleaf's Lower Midtown.

A trader by the name of Price is awaiting a delivery near Pepper's Pop-Up Beanery in Broadleaf, but the courier is late—very late. Could something have happened en route? Evan has agreed to track down the delivery bots to try and work out what's going on!

Objectives
01 Look for the Delivery Robot.
02 Defeat the Bandits in battle and deliver Price's cargo.
03 Talk to Price in Broadleaf.

Rewards
6570 Exp. 2280 G — KG Price
Windy Genuine Replica x1 ★★★★★

Price is in Lower Midtown, standing at a café table near Pepper's Pop-Up Beanery. Upon talking to him he'll mistake Evan for a courier who's gone missing, but that mistake is resolved immediately and instead Evan offers to find the courier. You need to track down the Delivery Robot and return Price's package to him. Your objective for this quest is closest to the Calmlands trip door; head over Cross-over Bridge to the south, then turn right to see this Delivery Robot. Talk to it to find out that the only route to Price is through bandit territory, and the bots need an escort. The Standard for the level 17 Skirmish Battle "Delivery at Any Price!" will appear. P.436 has an in-depth run down on this Skirmish Battle. Once you are ready, interact with the Skirmish Standard to begin. After you've secured the package for Price, return to him in Broadleaf's Lower Midtown. He'll thank you for securing his cargo and ask if he can do business in your kingdom, completing the quest.



You'll find this Delivery Robot in the Calmlads, not far from the trip door.

075 Kent, the Magical Ore Analyst

Recommended Lv. 45

Client Kent
Start Chapter 7-1, Broadleaf Entrance

Prerequisites Talk to Kent near Broadleaf's Poplar Produce shop.

Kent is Broadleaf Inc.'s chief magical ore analyst—which means he probably knows more about ore than anyone else in the world! Unluckily for him, the memolith containing all his most important data has been stolen, but he's promised to move to Evermore if Evan can get it back!

Objectives
01 Defeat Skrych.
02 Give the Stolen Memolith back to Kent.

Rewards
7470 Exp. 2280 G — KG Kent
Shiny Hearty Pendant x1 ★★★★★

076 An Upgrade for Andy

Recommended Lv. 44

Client Andrew
Start Chapter 7-1, Broadleaf Entrance

Prerequisites Talk to the robot Andy in the corner opposite Poplar Produce in Broadleaf.

Andrew, a robot from Broadleaf, is keen to become the very best piece of technology he can be. He's decided that what he needs in order to do this is a quintillion-core processor—so it's up to Evan to track one down!

Objectives
01 Defeat the BL-itzer v.2.0 and acquire a Quintillion-Core Processor.
02 Give the Quintillion-Core Processor to Andrew.

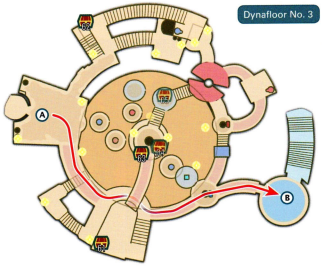
Rewards
5530 Exp. 1730 G — KG Andrew
Gold Nugget x5 ★★★★★

You'll find Kent standing near the Broadleaf Item Shop to the left of the entrance to Broadleaf. Kent is a hotshot magical ore analyst whose knowledge of ore is second to none—sadly the memolith that held all his research data was stolen by a monster, so he offers his services to Evan as a subject if he can defeat the monster and get it back.

The monster in this case is the level 45 Tainted Monster Skrych. You can find all the information you need to defeat Skrych on P531. Skrych is located near Crawlspace Cave, on the other side of the mountains from Broadleaf. This is the same area of the map you had to go to in Side Quest 037 (P.335). If you have the Zippelin, you can fly over the mountains separating this area and Broadleaf, otherwise you'll need to sail from a trip door on the other side of the world, such as Makronos or Evermore. When you interact with Skrych a small cutscene will play showing Trent's memolith is still working just fine even though the information it's broadcasting is a little… difficult to decipher. After you've defeated Skrych and recovered the "Kent's Stolen Memolith" important item, return to Kent in Broadleaf to give it back to him. He's happy to make a bee-line for Evermore, where he can analyze all the rocks he wants in any way he pleases—if you choose to assign him to one of your Mines of course.

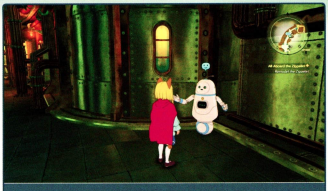


Head for Crawlspace Cave and you can't help but run into Skrych.



Andrew is clearly on the fritz in some areas, such as name recognition, but in others is frighteningly efficient, such as manipulating Evan and friends into getting him a new Quintillion-Core Processor. To get this technological treasure you need to demolish a "BL-Itzer v.2.0" and take theirs so he can upgrade his ailing components. Your target is located on Dynafloor No. 3 of the Factory Floors.

Rather than taking the path suggested by the in-game map and entering the Factory Floors via the Factory Elevator, the easiest way to get to your target is to teleport to the Testing Floor trip door then head backwards through the Production Line to reach Dynafloor No. 3—you'll walk into the room at **Position A** on the map. There's no need to jump across the platforming puzzle; it's easier to walk around the room.



Andrew the robot is in the corner opposite the item shop in Broadleaf.

The level 46 BL-Itzer v.2.0 is in the small room at **Position B** and the fight starts immediately when you enter, so be prepared before you head into the room. After defeating it you'll receive the Quintillion-Core Processor important item. Return to where you left Andrew to hand over the processor and upgrade his components. This fixes Andrew's name recognition but not, however, the "friendly" manipulation, to Bracken's dismay. Note that on completing this quest you'll immediately get a Leafbook notification about Andrew, but there's no kingdom quest back in Evermore associated with it, so you can safely ignore it.



Make your preparations before entering this room and show the bot who's boss!

077 Kimmy, the Cool-Headed Cop

Recommended Lv. 40

Client Kimmy
Start Chapter 7–1, Broadleaf Upper Midtown.

Prerequisites Talk to Kimmy in Broadleaf's Upper Midtown after purchasing this quest from the Taskmaster for 21 ToG. Requires completion of Side Quest 078.

I heard that Kimmy, a police officer in Broadleaf, is interested in moving to your kingdom. What's more, it seems she has a secret she wants to share with you. I wonder what it could be... Well, there's only one way to find out!

Objectives

01 Talk to Kimmy in Broadleaf.

Rewards

3150 Exp. 970 G — KG Kimmy
Get-Up-and-Gonuts x3 ★★ ★★

078 Bot on the Run

Recommended Lv. 46

Client Cindy May
Start Chapter 7–1, Broadleaf Upper Midtown

Prerequisites Talk to Cindy May or one of her two friends in Broadleaf's Upper Midtown.

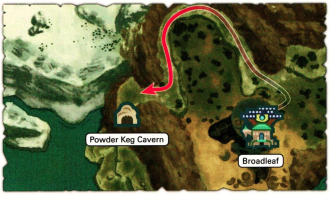
Alert! Alert! A top-secret military bot has gone missing from its storage facility in Broadleaf! The crack team on the case consists of maverick guardswoman Cindy May, by-the-rulebook cop Drew, and the always calm and collected Kimmy. Can Evan join this cast of classic characters and apprehend the rogue robot?

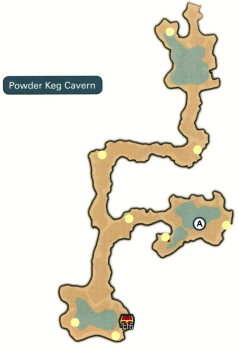
Objectives

01 Defeat BL-Ivion in Powder Keg Cavern.
02 Talk to Cindy May and co. in Broadleaf.

Rewards

7880 Exp. 2430 G — KG Cindy May
Shiny Mage's Ring x1 ★★ ★★





Cindy May is in Broadleaf's Upper Midtown. Starting from Pepper's Pop-Up Beanery, travel up the stairs nearby and you'll spot three characters standing under a tree on the next level. Talk to any of them to find them discussing a major problem—the top-secret military mechanoid they were working on has gone missing! You'll need to find and defeat the level 44 Tainted Monster BL-Ivion in Powder Keg Cavern to shut down the rogue robot renegade. Turn to P.530 for an in-depth guide to defeating it.

You can get to Powder Keg Cavern by following the marked path on the map outside of Broadleaf. Once inside, BL-Ivion is located at **Position A** on the Powder Keg Cavern map. After defeating BL-Ivion, return to Cindy May in Upper Midtown in Broadleaf. The team will congratulate Evan and co. for defeating the top-secret terror machine, and Cindy May will be so overcome she'll practically demand to be allowed into Evermore.

079 Candy, the Spirit-Seeker

Recommended Lv. 40

Client Candy
Start Chapter 7-1, Broadleaf Upper Downtown

Prerequisites Talk to Candy in Broadleaf's Upper Downtown after purchasing this quest from the Taskmaster for 27 ToG.

There's someone in Broadleaf who would like to move to your kingdom, Evan—an environmental scientist by the name of Candy. It seems she can see higgledies too, and is conducting some research into them as we speak. Sounds like a useful asset!

Objectives
01 Talk to Candy in Broadleaf.

Rewards
3400 Exp. 1230 G — KG Candy
Hush-Be-Gone x3



You can find Candy standing next to this Tree overlooking the city.

080 The Search for Eternal Youth

Recommended Lv. 44

Client Krystal
Start Chapter 7-1, Broadleaf's Lower Uptown.

Prerequisites Talk to Krystal in Broadleaf's Lower Uptown after completing Side Quest 089.

Krystal, a researcher from Broadleaf, would like to conduct an experiment with a spell called Rejuvenate, and she needs Evan's help to make it happen. Her ultimate goal is to reverse the ageing process—but can such a thing really be done...?

Objectives
01 Learn the "Rejuvenate" spell.
02 Use the Rejuvenate spell on Krystal.

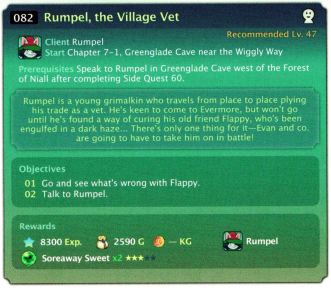
Rewards
4740 Exp. 2000 G — KG Krystal
Chill-Be-Gone x3

You can talk to Krystal straight after finishing Side Quest 089: A Cutting Edge. You may have to talk to her twice if you've only just finished it. Her request is simple. She wants you to cast the "Rejuvenate" spell on her to see if it can reverse human ageing. For science, and of course, in the interests of regaining the beautiful skin of her youth.

If you haven't learnt the spell yet you'll have to research it at the Evermore Spellworks, otherwise you just need to talk to her again to automatically cast the spell and give her the young, silky-smooth skin she's been looking for—and once she's in Evermore she'll work on making it easy for anyone to cast!



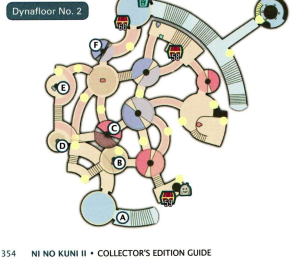




This quest is automatically acquired as part of Side Quest 094, and works like a Side Quest within a Side Quest. It's unavailable until you've progressed Side Quest 094, so if you wish to add Brodie to your kingdom, check out P.361 for details on that quest. Keep this page bookmarked, though; you'll need to head back here shortly.

Once you've acquired this Side Quest, your objectives are split between Dynafloors No. 2 and 3. Step outside the archive room and exit through Dynafloor No. 1, continuing until you get to Dynafloor No. 2. You'll enter at **Position A**, and your objective on this floor is at **Position D**. The movable floor you need to cross is at **Position C** and the console that controls it is at **Position B**. Use the console if necessary, then defeat the two retrodroids at **Position D**.

Once you've done so, use the console at **Position E** to rotate the movable floor at **Position F**, then continue onwards to Dynafloor No. 3. Keep left as you enter Dynafloor No. 3 and go up the stairs to reach the platform the last retrodroids are standing on. Once they're defeated, return to the Dynafloor No. 1 trip door and talk to Brodie in the archive room again, where his team will give him an emotional farewell and he'll leave to join Evermore. With this quest completed, you've finished the second objective for Side Quest 094 as well, so feel free to continue on P.361.



Return to Greenglade Cave (which should be familiar from Side Quest 060) to find the Grimchillas being patched up by a new Grimalkin "Doc" called Rumpel. He's looking for a place to settle down, but he can't leave yet without someone to look into the problem with his friend Flappy, who is suffering from a mysterious disease Rumpel's never seen before, a sort of "dark haze".

Unfortunately for Flappy, the disease in this case is the old familiar tang of a Tainted Monster, and there's only one cure for that; beating it out of them! You'll find information on defeating the level 46 Tainted Monster Flappy on P.533, and it's recommended you follow this guide, as Flappy is particularly difficult to take down. When you're ready, head to the bottom of the cave and interact with Flappy to start the fight. A short cutscene will play with Rumpel, but he doesn't participate in the fight itself.

After defeating Flappy he'll come back to his senses and then flap away. Head back to the first intersection in the cave to find Flappy and Rumpel standing next to each other. Talk to the Grimchillas and Flappy if you want to, since they won't hang around for long. When you're finished, talk to Rumpel for hearty congratulations all round, and a completed quest.


Like with other bots, water based attacks will deal plenty of damage to the retrodroids.

083 Lady Forget-a-Lot

Recommended Lv. 40

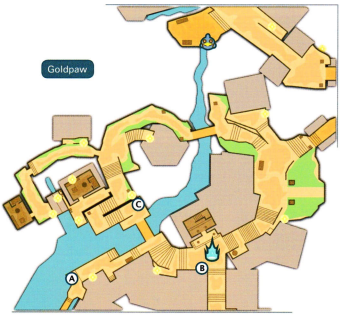
Client Cheerful Woman
Start Chapter 7-1, Goldpaw

Prerequisites Speak to the Cheerful Woman across from the Sweet Saffron Teahouse in Goldpaw.

On one of Goldpaw's bustling streets, a lady calls out to Evan and co., in need of assistance. After listening to her long-winded tale of woe, our heroes decide to help her look for her missing purse. If only she had some idea where it might be...

Objectives
01 Visit the Lucky Lotus Emporium.
02 Talk to the 3 people who helped the old lady and find out what happened to her purse.
03 Give the Cheerful Woman back her purse.

Rewards
3150 Exp. 970 G — KG
Cough Sweet x1 ★★★★



The cheerful lady is opposite the Sweet Saffron Teahouse in Goldpaw, standing next to a street stall. She's lost her purse but can't leave her workplace to go find it. You'll need to talk to the shopkeeper at the Lucky Lotus to learn that our cheerful lady client took a tumble near the Emporium and all her spilled possessions were picked up for her by helpful passersby. **Positions A** and **B** on the map show the two nearby people you need to talk to.

Note that the person at **Position B**, the Hydropolitan tourist, has the purse, but you must still talk to the person at **Position A** first, before you can actually get the purse from the tourist. There is a third person you can talk to in this quest (at **Position C**), but you don't need to unless you want to hear what he has to say. Once you have the purse, bring it back to the cheerful lady near the Teahouse. It turns out this cheerful but absent-minded lady had deliberately given her purse to the tourist, then completely forgot she'd done so. She leaves to give the tourist the purse again, but not before rewarding you for your trouble.

084 Head-to-Head in Hydropolis

Recommended Lv. 40

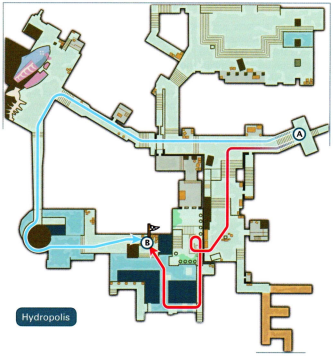
Client Big Runner
Start Chapter 7-1, Siren's Rest in Hydropolis

Prerequisites Speak to the Big Runner near the Siren's Rest in Hydropolis.

While walking around Hydropolis, Evan comes across a pair of brothers—two young sky pirates who should be back at the base with their parents! He's keen to take them home, but they refuse to come with him unless he can beat the older brother in a race. Can he find a way of getting to the finish line first?

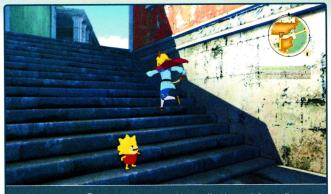
Objectives
01 Challenge the Big Runner to a race.
02 Reach the finish line before Big Runner.

Rewards
3150 Exp. 970 G — KG
Strawberry Chew x1 ★★★★



Speak to the "big runner", who is one of two small children standing near the Siren's Rest in Hydropolis. Evan's questioning reveals that both are from the Sky Pirates' Base; they ran away when their father wasn't looking because Hydropolis is so much fun to play in. Evan tries to reason with them to return with him to the base, but they want to race him first!

You'll have to beat the big runner in a race across Hydropolis if you want to see these pirate children safely home. This isn't an easy task, especially if you haven't researched the "Brisk Stroll" research at the Explorer's Guild. With Brisk Stroll, the big runner is slightly faster than you; without it he's significantly faster, and this makes winning the race a lot harder. The way to defeat the big runner is to take a shortcut through Empórion Market. The red line on the map shows the path you need to take, and the blue line shows the big runner's route.



Repeatedly press ⭘ to jump on stairs to skip the climbing and descending animations, saving you valuable time.

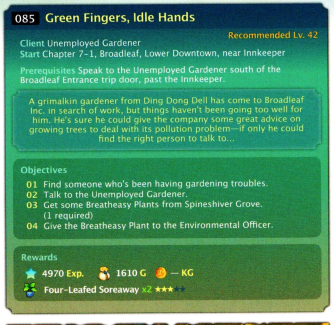
When going down the stairs throughout Empórion Market, only briefly tap ◎, don't hold it down, otherwise you may land heavily at the bottom, which will negate the time you saved by skipping the descending animation. You need as much speed as you can get against the big runner.

After the race starts, jump up the first set of stairs, then turn left into Empórion Market, following the marked path on the map. Head towards the stairwell in the north-west corner of the market—you'll need to run up some stairs and turn 180 degrees at the top, then run along a bridge, out over the water. When you get to the end of the bridge, jump down onto the water-covered walkways below. These walkways are shown on your in-game map as solid paths, so you can quickly pause the game and check your map if you're confused. Run along these walkways, following the path to the finish line at **Position B**.

If you spend too much time trying to work out the path during the race, you're very likely to lose, since the big runner is very fast. In that case, spend a little time practicing the route. You can teleport back to the Siren's Rest to reset and practice the route. Once you can traverse the entire path without stopping at any point or getting lost, then you are ready to challenge the big runner and win. After you have done so, the little runner will claim you cheated, but the big runner is a good sport and admits defeat. The quest ends there.



When you get to the end of the bridge, press ⭘ to jump down onto these water-covered walkways.





The unemployed gardener is standing a short distance from the innkeeper in Broadleaf. He's come to Broadleaf to find work and has spotted numerous botanical blunders he could easily put right if only he could find the right person to talk to. Naturally, you'll need to track down someone in Broadleaf who wants a gardener.

The person you want is the environmental officer standing in Dome Park, close to the trip door. He can't work out why the plants he's been cultivating aren't improving the air quality. After telling the environmental officer about the unemployed gardener, you'll need to go ask for his advice. According to the gardner, the breatheasy plant in Spineshiver Grove prefers polluted air, and will release

clean air. You need to head to Spineshiver Grove in the Heartlands to find this unusual plant. Spineshiver Grove was the location for Side Quest 027 "The Hard-Nosed Huntress", and the closest trip door is the Evermore one. Once inside, go to the objective circle on your in-game map and touch the sparkling blue light in the south-east portion of the circle to acquire the breatheasy plant. Return to Broadleaf's Dome Park and hand over the plant to the unemployed gardener. The environmental officer will turn him into an employed gardener, ending the quest.



Head up this short slope to reach the sparkling blue light containing the breatheasy plant.

086 Bulking Up Batu-Style!

Recommended Lv. 41

Client Jared
Start Chapter 7-1, Broadleaf, Lower Uptown

Prerequisites Speak to Jared at the north end of Lower Uptown.

Jared, who hangs out in front of the hotel in Broadleaf, is worried that he doesn't have the physique he needs for his job. He's done all sorts to try and bulk up, but he still can't seem to put on any muscle. Time to see if the diet Batu swears by can make any difference...

Objectives

01 Get some cuts of Lean Meat. (1 required)
02 Give the cut of Lean Meat to Jared.
03 Get some bottles of Fresh Milk. (1 required)
04 Give the bottle of Fresh Milk to Jared.

Rewards

3020 Exp. 1270 G — KG
Shiny Close-Range Ring x1 ★★★★★

North of the Dome Park trip door in Broadleaf and up some stairs stands Jared, a security guard who is having a real problem building muscles, despite his best efforts. Batu thinks he knows the problem—not enough lean meat! You'll need to find a cut of lean meat to give to Jared.

Before you head off and find it, though, you'll also need fresh milk as well. You can buy both at the Everyday General Store in Evermore. The Sleepy Ranch facility can produce them as well, so if you've built it, you probably already have both.

Give Jared the lean meat and Batu will inform Jared that if he wants a sky pirate's physique then he needs fresh milk as well, so hand that over too. He asks you to wait around while he lifts some weights and feasts on his new foods. Batu is incredulous at the idea of muscle-building happening so quickly, but soon enough Jared comes back double his old size, thanks to the Turbo Nutrient Absorption program. The quest ends with Evan wondering if he should sign up for the program as well...

087 Do You Believe in Higgledies?

Recommended Lv. 43

Client Hard-Working Young Woman
Start Chapter 7-1, Broadleaf, Upper Downtown

Prerequisites Talk to the Hard-Working Young Woman inside the building in Broadleaf's Upper Downtown.

There's a young woman in Broadleaf who's desperate to help her little sister recover from an illness. The poor little girl can't leave her room, but if she were able to meet her favorite higgledy, it would surely help with her recovery.

Objectives

01 Bring the Higgledy who's friends with a mermaid princess to show to the Higgledy-Loving Little Girl.

Rewards

5250 Exp. 1490 G — KG
Songbook No. 30 x1

The hard-working young woman is in Upper Downtown in Broadleaf. To get to her, start at the Broadleaf Entrance trip door and head up the stairs to the Elevator, but don't get on. Instead, turn right then take the next left and go up a very long set of stairs. At the top, turn around, and head up the next set of stairs. In the building at the top, there's a closed door that you can open by standing in front of it and pressing ⊗. Inside you'll find the hard-working young woman; speak with her to begin the quest.

Her little sister is a Higgledy believer who has taken ill, and the hard-working young woman is desperate to cheer her up even though she can't see Higgledies herself. The young woman wants you to show her little sister some Higgledy heroes.

The Higgledy you need to bring is called "Droop the Drenched" and can be cooked up at the Higglery after you've researched "My Third Higgledy Cookbook"; see P.133 for the full requirements. There's no need to assign Droop the Drenched to your party of Higgledies, unless you wish to of course! Return to the building in Upper Downtown and talk to the Higgledy-loving little girl sitting on the bed to make her day and have her looking forward to an exciting, illness-free future of Higgledy spotting.

088 A Matter of Taste

Recommended Lv. 41

Client Robo-Chef
Start Chapter 7-1, Lower Midtown, Broadleaf

Prerequisites Talk to the Busy Career womon near Pepper's Pop-Up Beanery in Broadleaf's Lower Midtown.

A high-powered executive at Broadleaf Inc. is convinced that skipping meals is a sure-fire way to boost productivity. But her robot colleague couldn't disagree more. Can Evan help produce a dish that will convince her that a good meal is something to be savored?

Objectives

01 Get some cuts of Middling Meat. (1 required)
02 Give the cut of Middling Meat to the Robo-Chef.
03 Get some cuts of Tender Tripe. (1 required)
04 Give the cut of Tender Tripe to the Robo-Chef.

Rewards

3020 Exp. 1270 G — KG
Mom's Meat Pie x2 ★★★★
Brain Fuel: How to Eat Smart

089 At The Cutting Edge

Recommended Lv. 41

Client Briana
Start Chapter 7-1, Lower Uptown, Broadleaf

Prerequisites Talk to Briana in Broadleaf's Lower Uptown.

Three of Broadleaf's top female engineers are keen to receive interesting souvenirs from all over the world, and Tani's got some great ideas! All Evan has to do is track down the things she has in mind...

Objectives

01 Get some Littlehorn Shells. (1 required)
02 Give the Littlehorn Shell to Briana.
03 Get some Coral Huebloom. (1 required)
04 Give the Coral Huebloom to Brooke.
05 Get some Dream Prisms. (1 required)
06 Give the Dream Prism to Krystal.

Rewards

3020 Exp. 1270 G — KG
Nixaway Necklace x1 ★★★★

You'll find a "busy career woman" standing at a café table next to Pepper's Pop-Up Beanery in Lower Midtown. She tells you that a good way to increase work productivity is to cut down on meal times, then a robo-chef rolls up who has a problem with such a nurture-deficient attitude. The robo-chef wants you to bring him a cut of middling meat, so he can prepare the woman a delicious dish to prove that meal times are more than just "fuel" time.

Sources of middling meat include the Sleepy Ranch facility and the Everyday General Store in Evermore—both only need to be at facility level 1. Once you have the meat, hand it in to the robo-chef to learn that he wants a cut of tender tripe as well. This can be found from the upgraded versions of the same facilities, as well as from the higher tier versions of the Ranch facilities. Hand him the cut of tender tripe and he'll cook up a meal for the busy career woman so good she'll reconsider her snacking ways in favor of more quality "soul food". The robo-chef will close out the quest by giving you the cookbook "Brain Fuel: How to Eat Smart". Talk to Floyd and he'll now be able to cook up Broadleaf's culinary specialties.



Only some middling meat will satisfy the Robo-Chef.

After stepping out of the elevator into Lower Uptown you'll spot three female engineers facing each other under a tree in the distance. Talk to any one of them to start this quest. After a weapon pun-laden conversation, Tani intends to show them the beauty of jewels, so you need to get them some souvenirs from around the world.

Before you start this quest, check your inventory for the following items: a littlehorn shell, a coral huebloom, and a dream prism; you'll need one of each. Littlehorn shells have a chance to be produced at the Fine and Fabulous Fish Markets once they're upgraded to facility level 2. The Taskmaster can also trade you one littlehorn shell for 20 Tokens of Gratitude. Coral hueblooms are much easier to get; you can buy them from the Everyday General Store, and the first three Market Gardens all produce them. Dream prisms are a little harder to come by: the Mining Camp No. 5 at facility level 2 can produce dream prisms. If you are really determined to finish this quest as soon as possible, it may be a good idea to staff any spare personal at Mining Camp No. 5 to increase your chances of producing a dream prism while you're doing something else.

Once you have at least one of all three, you can hand them all in, one-by-one to the person that wants them. Briana wants to cut off the littlehorn shell's horns and use them as a hidden weapon in a hair decoration. Brooke thinks the coral huebloom's flower would make a good detail on a scabbard, and Krystal intends to turn the dream prism into a battle wand. Tani's job is done: all three have gained a greater appreciation for jewels…

090 Tyran 4 Evermore

Recommended Lv. 46

Client Chingis
Start Chapter 7-1, Evermore

Prerequisites Speak to Chingis in Evermore after you have completed Side Quest 031.

Tyran, the bandit warlord and self-styled "One True King" has sent Evan another letter... It seems he's become a big fan of Evermore, and wants to claim the kingdom for his own—which means our hero will have to fight him off—again!

Objectives

01 Go and speak with the soldier who went to scout things out.
02 Win the Battle!

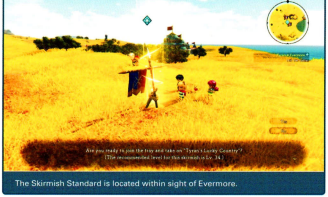
Rewards

6570 Exp. — G 50000 KG
Shiny Baby Buckler x1 ★★★★★

Speak to Chingis in Evermore and you'll be handed another letter-arrow—this time he snatched it out of the air—that can only mean your old friend Tyran's back again. He's had a sneak round the kingdom to scope it out and found it surprisingly nice and pleasant. Someone even gave him his wallet back after he dropped it, which impressed him greatly. So greatly, in fact, that he's decided to steal the kingdom!

You'll need to speak to the Evermorian scout in the Heartlands, where you discover that Tyran's secret expeditions weren't exactly unnoticed. The Skirmish Standard will appear nearby for the level 34 Skirmish Battle "Tyran's Lucky Country." You'll find a full run-down of this battle on P440. Interact with the Skirmish Standard when you're ready to begin.

After defeating Tyran again, a small cutscene plays showing Tyran pining over the food available in Evermore, before running away once more, and your task is completed.



The Skirmish Standard is located within sight of Evermore.

091 The Great Higgledy Hunt

Recommended Lv. 42

Client Cindy May
Start Chapter 7-1, Evermore

Prerequisites Talk to Cindy May in Evermore after completing Side Quest 078 and Side Quest 033. Kingdom must be level 2 or more.

Cindy May, a security guard originally from Broadleaf, has been the victim of a robbery! Her wool's been stolen, and the culprits appear to be a gang of higgledies! Time to see if Evan can root out the dastardly criminals and bring back the stolen goods!

Objectives

01 Retrieve the five balls of wool that were stolen by the Higgledies. (5 required)
02 Talk to Cindy May.

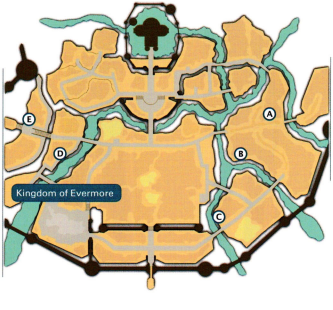
Rewards

5330 Exp. — G 18500 KG
Ponderwool x3 ★★★★★
Witch's Wool x3 ★★★★★

Kimmy in Evermore has a problem; someone has been stealing her wool! Patient questioning from Evan indicates Higgledies are the culprits, and since Kimmy can't see them, it's up to Evan to find the mischievous spirits. You need to track down all five stolen balls of wool by finding and interrogating the Higgledies scattered around Evermore.

Much like Side Quest 033 "Higgledy Hide and Seek", the Higgledies you need to talk to are displayed as blue dots on the map, just like normal citizens; **Position A** to **Position E** on the map below shows the location of all five.

As you talk to each one you'll receive an elementally-themed ball of wool. Once you have all five, you'll need to return to Kimmy in Evermore. It turns out there's a sixth Higgledy thief, but this time Kimmy turned the basket over when she saw it move and trapped him. She hands him over to you, and the quest ends with the Higgledy "Hurdehur the Voltigeur" joining your party.



092 Big Unveiling in Broadleaf

Recommended Lv. 46

Client Oz
Start Chapter 7-1, Evermore

Prerequisites Talk to Oz in Evermore after completing Side Quest 073.

Broadleaf, one of Evermore's new-found allies, and a member of Evan's burgeoning union, is holding an exciting product launch event, and Evan has been invited. Time to head over there and see what this supposedly world-changing new robot is all about!

Objectives

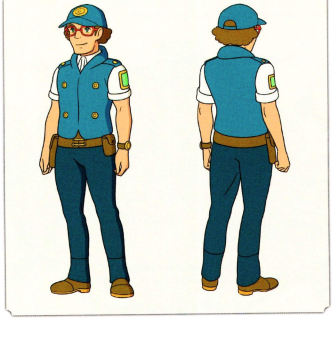
01 Talk to the soldier from Broadleaf in Sequoia Valley.
02 Win the Battle!

Rewards

6570 Exp. — G 50000 KG
Songbook No. 9 x1

Oz in Evermore has a message for you from Broadleaf Inc. They are holding an exciting product launch for a new world-changing robot and Evan is invited to come see it! You need to head to Sequoia Valley outside Broadleaf and talk to the robot soldier stationed there. This location is closest to the Junkyard Mire trip door; the robot you need to speak to will be on the cliff above you.

After speaking to the robot soldier, you'll be informed that the product launch is for a new generation of robotic skirmish units, and they need some field testing, which is why Evan's here for an impromptu mock battle—much to his surprise! A Skirmish Standard will appear nearby that marks the location of the level 28 Skirmish Battle "Joint Exercise: Metal Test." Interact with the Skirmish Standard when you are ready to begin the battle. Afterwards you'll have a chat with the robot commander as both sides express astonishment at your victory, which went against all predicted calculations…at least as far as Broadleaf is concerned!



093 New Model Armor

Recommended Lv. 43

Client Fai Do
Start Chapter 7-1, Evermore

Prerequisites Speak to Fai Do after completing Side Quest 015 and Side Quest 016.

Fai Do's training as an armor maker continues apace. He has been attracting more and more customers, and is very excited about the prospect of making armor for them all. Now he's been asked to turn some regular clothes into a suit of armor—can Evan find him something that he can use as a model?

Objectives

01 Show Fai Do a Chieftan's Cloak of Grade 6 or higher.
02 Show Fai Do a pair of Brute's Boots of Grade 6 or higher.

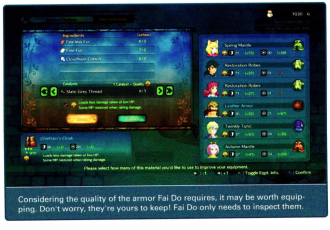
Rewards

3750 Exp. — G 31500 KG
Ice Prism x3

Fai Do in Evermore has been continuing his training, and has recently begun taking custom orders from other military units in Evermore. He's been asked to turn regular clothes into armor, but he's never tried something like that before, so he'd like to see something similar he can use as a model. Bring Fai Do a quality 6 or higher chieftain's cloak.

You can craft a chieftan's cloak in the Evermore Outfitter's after researching Level 4 Armor Development. All the ingredients required for it can be purchased from a level 4 Everyday General Store. If you've already crafted one or have one of the required quality in your inventory as an equipment reward, you can simply show him that, since you won't lose the item.

After showing Fai Do the cloak, he wants to see some brute's boots of quality 6 or more. Brute's boots have the same crafting requirements as the chieftan's cloak, and the ingredients can be sourced from the same kingdom facilities. Show him the boots and Fai Do will complete his request for Min Ti. As the quest closes, Fai Do hints at a legendary set of armor: this is the foreshadowing for another Side Quest, available later.



Considering the quality of the armor Fai Do requires, it may be worth equipping. Don't worry, they're yours to keep! Fai Do only needs to inspect them.

094 Seeking Superior Weapons

Recommended Lv. 43

Client Nu Bi
Start Chapter 7–1, Evermore

Prerequisites Speak to Nu Bi after completing Side Quest 015 and Side Quest 016.

Nu Bi's training as a weapon maker continues apace. Despite being new to the trade, he seems to know more than most of his colleagues—and he works much harder, too! The next phase of his training involves the creation of a special spear—perhaps Evan can find him an example from which to learn?

Objectives

01 Show Nu Bi a Mistral Spear of Grade 6 or higher.
02 Recruit a Weapons Expert from the Factory Floors.

Rewards

3750 Exp. — G 31500 KG
Sunset Prism x3

095 Da Xing, the Haughty Herbalist

Recommended Lv. 42

Client Da Xing
Start Chapter 8–1, Goldpaw, next to the Lucky Lotus Item Emporium

Prerequisites Talk to Da Xing in Goldpaw after purchasing this quest from the Taskmaster for 23 ToG. Requires completion of the Taskmaster Errands "A Request from the Pressed", "Is He Still Busy", and "The Pharmacist Insists".

Da Xing, an apothecary from Goldpaw, may seem less than helpful at first, but he's very good at his job, and is well-liked by his clients. You have already helped him with his medicine-making—perhaps this will be enough to encourage him to join you in Evermore.

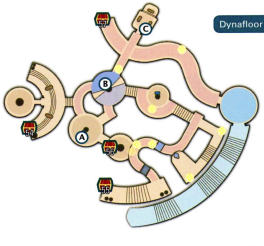
Objectives

01 Talk to Da Xing in Goldpaw.

Rewards

3550 Exp. 1150 G — KG Da Xing
All-Be-Gone x2

Nu Bi has been making sure he doesn't fall behind Fai Do from Side Quest 093. He needs to see a mistral spear of quality 6 or higher. You can craft a mistral spear in the Evermore Weapon Workshop with Level 3 Weapon Development. Once you show it to Nu Bi, he confesses that he can't understand how it was created. He needs a mentor who can help him. Evan promises to find him one, so you now need to find a weapon expert on the Factory Floors of Broadleaf. Your objective is in the archive room, at **Position C**. You may have to move the gear at **Position B** to get there—this is controlled by the console at **Position A**. Talk to Brodie in the archive room and you'll discover that he would love to come work with you in Evermore, but first he has a task for you to complete!



Here's an uncommon situation: a Side Quest inside a Side Quest. You must complete Brodie's Side Quest to finish this one, so you'll want to set it as your active quest. Turn to P354 for info on Side Quest 081 "Brodie's Last Big Job". Once you've finished with Side Quest 081, set Side Quest 094 as your active quest again, then talk to Nu Bi in Evermore. He will thank you for inviting Brodie from Side Quest 081 to your kingdom and report that he now understands how to make the mistral spear, and even potentially superior versions of it. Your journey through two Side Quests at the same time is now complete.

Unlike most Taskmaster Side Quests, you need to complete three special Errands from the Taskmaster's "Take on Tasks" list before Side Quest 095 becomes available. The Errands required are "A Request from the Pressed", "Is He Still Busy" and "The Pharmacist Insists". They must be completed in the order presented before the next one will appear, starting with "A Request from the Pressed". Turn to P403 to see these Errands and their prerequisites. Note that completing the first one won't make the second appear immediately: you have to wait a little while for the Taskmaster to naturally refresh his list of Errands.

These Errands have fixed requirements. The first requires a sore-away—purchase it from any Vendor. The second requires three toadstools, which are a common drop in the early areas of the game, especially in and around the Forest of Niall. They're available in the early Lumberyards as well. If you happen to not have any, you can also purchase these from the Everyday General Store at any facility level. The last Errand, "The Pharmacist Insists", requires one granddad's chair mushroom. This is produced at every Lumberyard facility except the first one (Budding), see P.141 for the Lumberyard facilities' material tables. You can also find granddad's chairs in the foraging points outside and inside the Faraway Forest, which you'll need the Zippelin to access.

When you have completed all three Errands via the "Report Completed Task" menu at the Taskmaster, Side Quest 095 will immediately become available in the "Scout New citizens" menu.

096 Yip-Yip, the Master Tailor

Recommended Lv. 42

Client Yip-Yip
Start Chapter 8-1, Goldpaw, near Library

Prerequisites Talk to Yip-Yip north west of the Library in Goldpaw after purchasing this quest for 33 ToG from the Taskmaster. Requires completion of Side Quest 006.

An elegant lady by the name of Yip-Yip is keen on moving to your kingdom. Lucky you, I say! It's not every day you get the chance to recruit a seamstress with so many decades of experience! Go and talk to her before she changes her mind!

Objectives

01 Talk to Yip-Yip in Goldpaw.

Rewards

3550 Exp. 1150 G — KG Yip-Yip
Footman's Brocade x3 ★★★☆
Knight's Brocade x3 ★★★★☆

097 Mylas's Big Adventure

Recommended Lv. 43

Client Mylas
Start Chapter 8-1, Hydropolis

Prerequisites Talk to Mylas west of the Taskmaster in Hydropolis.

Mylas, a kind-hearted young merman from Hydropolis, is ever so excited about crossing the ocean and visiting Evermore, but he can't quite bring himself to go, because he thinks his mother would worry about him. Can Evan persuade her to let her son go off on his big adventure?

Objectives

01 Talk to Mylas's Mother.
02 Get some pieces of Seraphic Silk. (3 required)
03 Give the 3 pieces of Seraphic Silk to Mylas's mother.

Rewards

3380 Exp. 1490 G — KG Mylas
Anti-Nixing Liberator's Cloak x1 ★★★☆

You need to speak to Mylas to begin this quest. He can be found in between the Taskmaster and Naútes Harbor. Mylas is very excited to hear about Evermore's diverse population and culture, and would love to head there, but sadly his mother forbids him to leave Hydropolis. Evan and Lofty decide to talk to his mother to see if they can get permission for Mylas to move there. His mother is in the building behind Mylas; simply walk up to the door to the left of him and press ⊗ to open it. She's adamant that the answer's "No" at first, but Evan's persistence brings her around…to a point. She's willing to let Mylas go if she can make him a suitable outfit to protect him. To this end, you need to bring her three pieces of seraphic silk. This silk can be found at the Bustling and Bountiful Bazaar at facility level 3, as well as higher tier Bazaars; see P.138 for full details. You can also trade for seraphic silk at the Swift Solutions Taskmaster for 15 Tokens of Gratitude each.

Once you have the seraphic silk, return to Mylas's mother and hand it in. She will create a beautiful new robe for Mylas stuffed with protective charms, allowing him to reach Evermore safely.

098 Ladies Love Fabulous Phorkys

Recommended Lv. 46

Client Phorkys
Start Chapter 8-1, Hydropolis

Prerequisites Talk to Phorkys in Naútes Harbor after completing Side Quest 046.

Phorkys is a diligent and dedicated soldier who's keen to move from Hydropolis to Evermore. Unfortunately, his many admirers don't want him to leave, and won't let him go anywhere unless his new kingdom lives up to their exacting standards. Can Evan convince them that Evermore is the right place for their idol?

Objectives

01 Become a Rank A Military Power.
02 Talk to Phorkys in Hydropolis.

Rewards

5260 Exp. 2280 G — KG Phorkys
Chaotic Ax of Champions x1 ★★★☆

You can find Phorkys surrounded by admiring ladies in Naútes Harbor. He's one of Hydropolis's most popular soldiers, and Thaumas's recent departure means all his fans have attached themselves to Phorkys instead, interfering with his work. He's keen to move to Evermore where he can guard in peace, but his fans wouldn't let him move to a place that isn't worthy of his military reputation. You'll need to build up Evermore's war rating to level A before he can make the jump; turn to P.91 for more details on Kingdom Proficiency Ratings. Once you have your war rating at level A or higher, return to Phorkys and he'll head off to join you in Evermore.



099 Hipponoe, the Shy Artist

Recommended Lv. 43

Client Hipponoe
Start Chapter 8-1, Hydropolis near Ankura Harbor

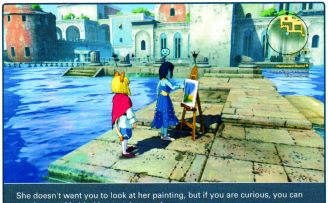
Prerequisites Speak to Hipponoe at the end of the pier in the south west corner of Hydropolis.

Hipponoe, an artist from Hydropolis, is suffering from some kind of creative block, and can't come up with an idea for a new painting. She'd like to look at some weird and wonderful objects that are likely to set her creative juices flowing, and it's up to Evan to bring them to her!

Objectives
01 Bring Hipponoe an egg that changes color when boiled.
02 Bring Hipponoe a mushroom that reveals a range of exotic colors when cut open.
03 Talk to Hipponoe at the place in Hydropolis where two goddesses meet.

Rewards
3380 Exp. 1490 G — KG Hipponoe
Aquarium Jelly x3 ★★★★★

Hipponoe is located at the end of a pier that lies south-west of Ankura Harbor. You can get to her by leaping off the bridge accessed from the stairwell you used as a shortcut in the race in Side Quest 084 "Head-to-Head in Hydropolis" or you can head south from Naútes Harbor. You'll see her painting on the edge of the pier once you get close enough.



She doesn't want you to look at her painting, but if you are curious, you can sneak around behind her to take a peek.

Hipponoe is struggling with artist's block and needs new inspiration; you'll need to bring her materials to boost her creativity. Before you continue, check your inventory for the following materials: one "jazz egg" and one "sweet dream truffle", which is a type of mushroom. If you don't have the required items, you'll need to find them in order to finish this quest. You can purchase jazz eggs from the Everyday General Store at facility level 2. Side Quest 035: "Fun with Fungi" rewards five sweet dream truffles upon completion. If you've already used or sold these, the Flourishing and Towering Lumberyard facilities in the kingdom can produce sweet dream truffles; see P.141 for details.

When you have at least one of each, return to Hipponoe. The first material she wants is an "egg that changes color when boiled." Hand her the jazz egg. The second is "a mushroom that reveals a range of exotic colors when cut open." This is the sweet dream truffle. She'll then start to ask you for a third item, but Lofty will interrupt and thoroughly tell her off.

Instead, she asks you to meet her "at the place in Hydropolis where two goddesses meet." This is located to the right of the Ankura Harbor trip door, so teleport there to find her near the water, staring at two statues in the distance. When you get there, she thanks Lofty for curing her of her shyness with his scolding and asks for one last favor—to join Evan's kingdom!

100 Sibylla, the Decisive Diver

Recommended Lv. 42

Client Sibylla
Start Chapter 8-1, Hydropolis, Naútes Harbor

Prerequisites **Talk to Sibylla in Naútes Harbor after purchasing this quest from the Taskmaster for 25 ToG. Requires completion of Side Quest 045 and 057.**

Do you remember a young lady named Sibylla, Evan? You met at the seafront in Hydropolis. Well, it seems she holds quite a candle for a certain someone who's moved to your kingdom. Perhaps you should go and talk to her about it...

Objectives
01 Talk to Sibylla in Hydropolis.

Rewards
3550 Exp. 1150 G — KG Sibylla
Kraken's Catch x2 ★★★★★

101 Drew, the Capable Cop

Recommended Lv. 42

Client Drew
Start Chapter 8-1, Broadleaf

Prerequisites Talk to Drew in Broadleaf's Upper Midtown after purchasing this quest from the Taskmaster for 28 ToG. Requires completion of Side Quest 078.

Drew, a keen policeman over in Broadleaf, has been looking for a new beat, and was very keen on the sound of your kingdom when I mentioned it. He'd be a real asset on the battlefield, I'm sure. Why not go and see what he has to say?

Objectives
01 Talk to Drew in Broadleaf.

Rewards
4020 Exp. 1580 G — KG Drew
The CEO x2 ★★★★★

102 Eli, the Dapper Designer

Recommended Lv. 42

Client Eli
Start Chapter 8–1, Broadleaf

Prerequisites Talk to Eli in Broadleaf's Upper Midtown after purchasing this quest from the Taskmaster for 40 ToG.

A fashion designer by the name of Eli got terribly excited when I told him about your kingdom, and now he seems determined to move there! It seems he wants to have a little chat with you first, though. Why not go and see what he has to say?

Objectives
01 Talk to Eli in Broadleaf.

Rewards
3550 Exp. 1150 G — KG Eli
Confusion-Be-Gone x3 ★★★★★

103 Brooke, Committed Careerist

Recommended Lv. 46

Client Brooke
Start Chapter 8–1, Broadleaf, Lower Uptown

Prerequisites Talk to Brooke east of the elevator in Broadleaf's Lower Uptown after reaching Chapter 8 and finishing Side Quest 089.

It turns out that Brooke, a programmer at Broadleaf Inc., has a skillset that makes her a perfect candidate to lead an army. She's willing to make the move to Evermore—but only if Evan can prove that he's an equal opportunities employer...

Objectives
01 Recruit three or more female unit leaders to your army.
02 Talk to Brooke.

Rewards
5690 Exp. 2130 G — KG Brooke
Punisher's Ring x1 ★★★★★

104 Briana, Bold Weapon Designer

Recommended Lv. 42

Client Briana
Start Chapter 8–1, Broadleaf

Prerequisites Talk to Briana east of the Elevator in Broadleaf's Lower Uptown after purchasing this quest for 26 ToG from the Taskmaster. Requires completion of Side Quest 089.

Someone called Briana has been looking for you. It seems she designs cutting-edge weaponry over in Broadleaf. Apparently, she has something to tell you about her latest designs. Maybe this would be a chance to persuade her to come to your kingdom?

Objectives
01 Talk to Briana in Broadleaf.

Rewards
3940 Exp. 1690 G — KG Briana
Big Cheese Cake x2 ★★★★★

105 Francine, the Impresario

Recommended Lv. 42

Client Francine
Start Chapter 8–1, Broadleaf

Prerequisites Talk to Francine next to Broadleaf's Entrance after purchasing this quest from the Taskmaster for 36 ToG.

You have a theater of sorts in your kingdom, don't you? Then you should definitely ask Francine to come and work there! She'll have it filled to the rafters every night! Everyone's been saying there's no one quite like her when it comes to entertainment!

Objectives
01 Talk to Francine in Broadleaf.

Rewards
3830 Exp. 1830 G — KG Francine
Savior's Tear x1 ★★★★★

Brooke is where you left her after finishing Side Quest 089: "The Cutting Edge"; just east of the elevator in Lower Uptown, south of the Dome Park trip door. It turns out she's got the perfect skillset to be an army commander, but before she'll agree to join Evermore, Evan must prove he's an equal opportunities employer by having at least three female commanders of Skirmish units in his Army. If you've been following this Side Quest guide in order you should have three female commanders in your army already. If you do not, it's recommended to pick up Side Quest 013 (P.324) and Side Quest 052 (P.341)—both are purchasable from the Taskmaster and all you need to do is talk to them. You will only need to acquire these two, since Min Ti is automatically added during the Main Story. Once you have at least three female Skirmish unit commanders, return to Brooke and she'll enlist with Evermore's forces.



106 The World's Best Buyer

Recommended Lv. 44

Client Morgan
Start Chapter 8-1, Broadleaf's Lower Midtown

Prerequisites Speak to the Cafe Regular standing next to Pepper's Pop-Up Beanery. Requires Everyday General Store to be built in Evermore.

Morgan, a buyer working for Broadleaf Inc., has developed a reputation as the world's top trader in rare and exotic items. If she were to come to Evermore, she'd be sure to help Evan get hold of some exciting and interesting bits and pieces. So it's time to set off to Sequoia Self Defense and find her!

Objectives
01 Look for Morgan at Sequoia Self-Defense.
02 Look for Morgan in a town with a harbor.
03 Buy the most valuable item that Morgan is selling.
04 Get some Sundelions (1 required)
05 Give the Sundelion to Morgan.

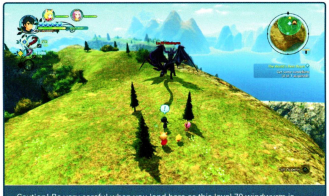
Rewards
5530 Exp. 1860 G — KG Morgan
Ruthless Ring x1 ★★☆★★
The Everyday General Store will now stock Sage's Secrets, Savior's Tears, and All-Be-Gones.

The café regular is standing behind Pepper's Pop-Up Beanery when you approach from the elevator. He tells you about a hot-shot buyer, Morgan, who is known for snapping up rare and valuable items. Morgan sounds like she has the skills to be a tremendous help in Evermore, so Evan wants to find her and convince her to join his kingdom. Head to Sequoia Self Defense in Lower Midtown, it's at the other end of Lower Midtown from the café regular, past the elevator.

The shopkeeper will tell you that Morgan has gone to a town with a harbor. Take the trip door to Capstan-upon-Hull and you'll find her on the left side of the town, at the back near the ocean. Before she'll work with Evan, he must pass a test she has devised; you now need to buy the most valuable item she's selling.

Interact with her again and navigate the menu that appears. Under the "Buy" option, the item you need to purchase is "Songbook No. 25" for 5000 Guilders. If you don't have enough, it's possible to sell items to her, otherwise you'll need to wait until you have the amount required. Once you've purchased the songbook, back out of the menu. Morgan is happy with your choice and agrees to do business with you… but Evan points out that what he wanted was for Morgan to come work in Evermore! Before she'll do that, Morgan wants you to bring her the one item she never managed to buy or find anywhere: a sundelion, which is found in the Rolling Hills.

Be very careful during this next step, because there is a very powerful enemy close to this objective, and if you run in unprepared you may not survive the experience! You'll need to use the Zippelin to get up above Hideaway Hollow and pick up the sparkling blue light inside the objective circle to receive the sundelion. This sparkling blue light is guarded, however, by a level 70 windwyrm that patrols nearby!



Caution! Be very careful when you land here as this level 70 windwyrm is close to the sparkling blue light. It will be invisible until you land!

You are safe in the Zippelin, so save before you land, and land on the opposite side of the sparkling light to where the windwyrm is pictured in the screenshot above, as it always patrols on that side. Once you're on the ground, wait for the windwyrm to face away from you, then walk over and pick up the sundelion. If you accidentally attract the windwyrm's attention, there's two things you can do. If you have the "Brisk Stroll" research upgrade, you can outrun it on the ground by moving directly away from it, then sneak back to pick up the sundelion while it walks back to its natural habitat. The safer option is to immediately press Ⓐ to call the Zippelin, which will prevent the windwyrm from starting a fight if you press it quickly enough. Now land as far away from where you last saw it as you can, and try again. If you end up in a fight with it, you'll need to escape as quickly as possible—setting the Tactic Tweaker to boost your ability to run away during a fight could save you if you get caught!

After picking up the sundelion, take it to Morgan in Capstan-upon-Hull; hand it over and she'll agree to move to Evermore. The items mentioned in the in-game popups after this quest completes are added to the stock of the Everyday General Store in Evermore.



Morgan won't be able to refuse your offer after she sees this beauty!

107 Furnest, the Inscrutable Author

Recommended Lv. 42

Client Furnest
Start Chapter 9-1, Ding Dong Dell

Prerequisites Talk to Furnest near the Cat's Cradle in Ding Dong Dell. Requires completion of Taskmaster Errand "Sickening for Silk".

There's a writer who would like to meet you. It seems he's very impressed with all the errands you've been running for him. His name is Furnest, and you'll find him near the Cat's Cradle in Ding Dong Dell.

Objectives
01 Talk to Furnest in Ding Dong Dell.

Rewards
3550 Exp. 1150 G — KG Furnest
Milkmaid's Delight x3 ★ ★★★★

108 Wolf-Poker Incarnate

Recommended Lv. 43

Client Reckless Man
Start Chapter 8-1, Capstan-upon-Hull

Prerequisites Speak to the Reckless Man on the pier near the ocean in Capstan-upon-Hull.

On a seaside cliff near Capstan stands a young man with a burning ambition—to follow in the footsteps of a mighty warrior of yore. He's headed off to a cave full of hedgehounds without a single weapon or piece of armor to his name. Evan had better get after him and make sure nothing terrible happens!

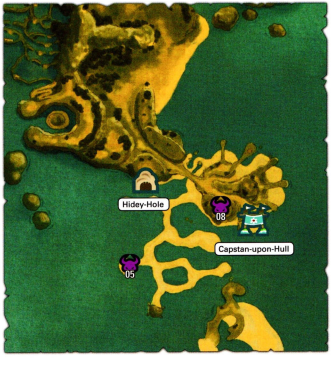
Objectives
01 Go after the Reckless Man.

Rewards
4880 Exp. 1370 G — KG
Shiny Long-Range Ring x1 ★★★★★

This is another unusual Taskmaster Citizen Side Quest. You need to complete and hand in three specific Errands at the Taskmaster, with the next one only becoming available after the previous is completed. The Errands are: "Peas Please Me", "What Cotton?" and, "Sickening for Silk" (and they're listed in the order you need to complete them).

Being special Errands, their material requirements are fixed: you need to find one cosmic pea, one clump of *frostyfluff cotton* and one piece of spectral silk to complete them all. Cosmic peas are available from the Fertile, Flourishing, and Full-Fledged Farms at various facility levels. Frostyfluff cotton can be purchased from the Taskmaster himself for 15 Tokens of Gratitude after Chapter 7. Alternatively, the Bustling, Bountiful, and Wondrous Bazaars can all produce it at various facility levels. The final Errand requires spectral silk, which can also be produced at the Bountiful and Wondrous Bazaars, as well as purchased from the Taskmaster for 20 Tokens of Gratitude after Chapter 7.

When you've completed the Errand Sickening for Silk, the Taskmaster will automatically speak to you and start Side Quest 107 when you attempt to leave. You now need to talk to Furnest in Ding Dong Dell near the Cat's Cradle. He's standing outside the inn's north-east corner, near a small fence. Furnest is a writer who's been researching folklore in all corners of the world for a story he has been working on, and he needed to know if all the mystical weapons and monsters from those tales existed. Thanks to all your hard work with the errands you've been running for him, he now knows they do. As a reward, he agrees to come work for you.



At the far end of Capstan-upon-Hull facing the ocean, you'll find the Reckless Man, who believes himself to be the reincarnation of one of Goldpaw's mightiest legendary warriors, Pau Wa. Pau Wa once killed an entire wolf pack with his little finger, or so it is said, and the Reckless Man sets off to recreate that legendary achievement on some nearby hedgehounds without any weapons or armor. You need to go to the Hidey-Hole outside Capstan-upon-Hull to rescue him. When you enter the cave a short cutscene will show him surrounded by hedgehounds. Clear out the level 46 hedgehounds, then a second cutscene will demonstrate that he has learnt the value of serious training before attempting to back up one's boasts—although he skipped developing any doubt as to his legendary identity. He heads off home to train, so he can repeat Pau Wa's legendary feats in the future, when he's strong enough.

109 Return to Sender

Recommended Lv. 50

Client Passionate Young Man
Start Chapter 8-1, Hydropolis, Empórion Square

Prerequisites Talk to the shopkeeper at the Taverna Akheilos in Hydropolis' Empórion Square.

The girl who works at the Taverna Akheilos has received a very curious letter. Its author appears to have been fueled by a burning passion, but sadly, its recipient hasn't really got the message. Time for Evan to go and straighten things out!

Objectives
01 Go and look for the letter-writer on his "perch above the bay."
02 Defeat Akheilos.
03 Talk to the Passionate Young Man in Hydropolis.

Rewards
9540 Exp. 3070 G — KG
Hydropolitan Stew x2 ★★★★★

Talk to the taverna waitress at the Taverna Akheilos to begin this quest. She's received a letter from an admirer but doesn't seem to realize what's going on herself. She wants you to go talk to the person who sent the letter to find out why. You need to find the "passionate young man", who is located at the end of the southern path out of Naütes Harbor.

After speaking to him, Evan will get into an argument that starts out with the young man mistaking Evan's intentions and ends with Evan agreeing to destroy a monster to prove a point. The monster you need to destroy is the level 48 Tainted Monster Akheilos, located in Leucippes' Labyrinth. See P.537 for in-depth details on how to defeat it.

When you are ready, head to the Labyrinth via the trip door and make your way overland to Akheilos. Like all Tainted Monsters, combat starts when you choose to, so make your preparations, then interact with the tainted aura to start the fight.

Once you've proved your point, return to the passionate young man in Hydropolis to see the taverna waitress appear and thoroughly break his heart. Evan and Lofty decide the best thing they can do now is leave him alone, so this story of unrequited young love, and your quest, ends here.



Make sure you're all set up before starting the battle with Akheilos.

110 Drakon in Distress

Recommended Lv. 46

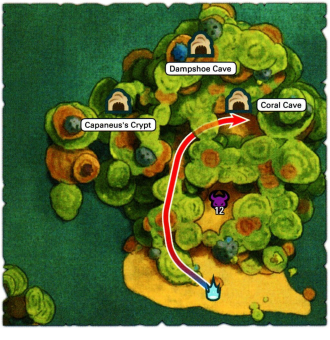
Client Animal-Loving Girl
Start Chapter 8-1, Hydropolis, Siren's Rest

Prerequisites Talk to the animal-loving girl in front of the Siren's Rest.

A kind-hearted girl from Hydropolis is worried about her pet lizard, which she keeps in a nearby cave. Her mother has forbidden her from going to visit it, and so it's up to Evan to head on over there and make sure everything is all right!

Objectives
01 Look for Drakon in Coral Cave.
02 Defeat the wavewyrm.
03 Give Drakon's collar to the Animal-Loving Girl.

Rewards
6130 Exp. 1980 G — KG
Milk Chew x1 ★★★★★



The animal-loving girl is located just to the right of the bridge that leads over to the Siren's Rest. She's worried about her pet lizard, Drakon, and wants you to visit the nearby cave it lives in to check on it; she gives you the important item "Drakon's snack". The location for this quest is Coral Cave on Makronos. Starting from the trip door, you can reach Coral Cave by following the path marked above.

Once inside, Evan and friends get ambushed by a wavewyrm that has a collar on it. Lofty reckons Drakon was "et" good and proper by the wavewyrm, so you need to defeat it and get that collar back! It's a level 49 wavewyrm, so set your Tactic Tweaker for Water resistance and fighting reptiles. Fire element skills and weapons are good here. When you've brought the wavewyrm's health low enough, another cutscene will begin.

It turns out that the wavewyrm is Drakon, now three centuries old. While the time loop was happening in Hydropolis, time passed normally for Drakon. The reptilian pet believed his friend had abandoned

him, but stopped fighting when he smelt the cheesy snack the girl gave you. Evan tries to convince Drakon to meet the girl, but instead he gives Evan his collar to show her, then flies away. Return to the animal-loving girl and show her the collar, and she'll realize Drakon is old enough to look after himself and doesn't need her to watch over him anymore.

111 Three-Minute Steaks

Recommended Lv. 42

Client Robo Chef
Start Chapter 8-1, Broadleaf, Lower Midtown

Prerequisites Talk to the Robo-Chef near Pepper's Pop-Up Beanery in Broadleaf's Lower Midtown after completing Side Quest 029 and Side Quest 088.

A robot restaurateur with a rather unique turn of phrase wants Evan to deliver some steaks while they're still sizzling hot. It's time to dash around Broadleaf and make sure that everyone gets their meaty treats on time!

Objectives
01 Talk to the Robo Chef and help with his deliveries.
02 Deliver to three customers within three minutes. (3 required)
03 Talk to the Robo Chef.

Rewards
3550 Exp. 1150 G — KG
Blazing Ring x1 ★★★

The robo-chef is standing behind Pepper's Pop-Up Beanery in Broadleaf. The robo-chef's delivery system is on the fritz, so he needs you to deliver three steaks in three minutes to various customers around Broadleaf.



He looks like any other robot or robo-chef, but to Lofty's delight, you'll quickly realize he speaks with a familiar accent...

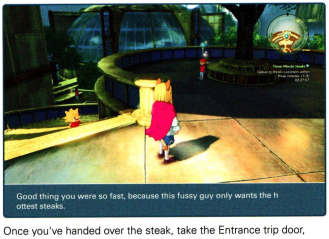
This quest is like Side Quest 029: "High-Speed Hot Streaks" in terms of how the timer works. The timer stops in menus and when talking to the customers, and you can pause the game to look at the map without consequences. It's also possible to use trip doors, which greatly helps with this quest. The three characters you need to deliver to are located in Upper Midtown, Lower Uptown, and Lower Downtown. Of those three maps, only Upper Midtown doesn't have a trip door on the same level as the quest-giver, so start with that one first.

When you are ready, interact with the robo-chef again to start the timer. Now head up the stairs to the north of the robo-chef, then turn around at the top and head over to the "excitable young man".



If you think he's excitable now, you wait till he's had a bite of these steaks!

Now take the Dome Park trip door and head straight out the door the camera is facing when you appear. Follow the stairs up to the fussy boy.



Good thing you were so fast, because this fussy guy only wants the h ottest steaks.

Once you've handed over the steak, take the Entrance trip door, then head towards the innkeeper—you'll see the last customer "cheery lady" in the same courtyard the Taskmaster stands in, next to a table.



After a bite of these steaks, she'll be the "cheerier" lady!

If all goes well you stand a good chance of delivering all three steaks in under two minutes! Once you've handed over the last sizzling sirloin, return to the robo-chef, who will slap five executive steaks in your hands for your troubles and promise you a free feast the next time you stop by.

112 Healing Rifts with Higgledies

Recommended Lv. 45

Client Higgledy-Loving Little Girl
Start Chapter 8-1, Broadleaf, Upper Downtown

Prerequisites Talk to the Higgledy-Loving Little Girl in Broadleaf's Upper Downtown after completing Side Quest 087.

A young girl from Broadleaf who's been feeling unwell has had an argument with her sister. She's desperate to make amends, but isn't sure how. But there is a certain higgledy she thinks will know exactly what to do...

Objectives

01 Bring the higgledy who was born when a bandit mended his ways to show to the Higgledy-Loving Little Girl.

Rewards

5810 Exp. 1710 G — KG
Brightguard Pendant x1 ★☆☆☆



To begin this quest, return to the Higgledy-loving little girl you showed Droop the Drenched to in Side Quest 087. She recently got into an argument with her sister and said some things she regrets. There's a legendary Higgledy said to be able to calm people down no matter the situation, and she asks you to find it, so she can apologize to her big sister without making things worse again.

The Higgledy you need to find is Slingsby the Scorcher. See P.33 for the location and requirements for unlocking this Higgledy. Once you have acquired him, speak to the Higgledy-loving little girl again and Slingsby will give her some sage, sister-soothing advice so she can mend the rift with her big sister and they can both go Higgledy hunting together.

113 Energy For Everyone!

Recommended Lv. 43

Client Experimental Nutritionist
Start Chapter 8-1, Broadleaf, Lower Uptown

Prerequisites Talk to the Experimental Nutritionist in the north west corner of Broadleaf's Lower Uptown.

A nutritionist in Broadleaf has developed a revolutionary food that will make tiredness a thing of the past, and now she needs some help with trialing it. But the first thing Evan needs to do is find a certain something to give it an extra kick...

Objectives

01 Get some cloves of Deathbreath Garlic. (5 required)
02 Give the 5 cloves of deathbreath garlic to the experimental nutritionist.
03 Hand out NutriBlams to five tired-looking people. (5 required)
04 Talk to the Experimental Nutritionist.

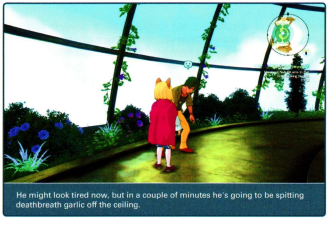
Rewards

3380 Exp. 1490 G — KG
Rocket Fuel x3 ★★★★★

The experimental nutritionist is found to the north of the Broadleaf Dome Park trip door—head up the stairs then take a right, you'll see her standing in the corner of the house halfway up the path. She needs someone to take a trial of a new food that will banish fatigue forever, but first she needs you to bring her five cloves of deathbreath garlic to really make it blast off.

The best place to find deathbreath garlic prior to a level 4 kingdom is the Wondrous Bazaar at facility level 2. After you have enough garlic, return to the experimental nutritionist in Broadleaf to hand it over.

Now that she's finished whipping up her NutriBlams, she needs you to hand them out to five tired-looking people in Broadleaf. Your objective will now change to objective circles scattered around Broadleaf's various maps. Bring up the in-game map with the OPTIONS button, then use the L1 and R1 buttons to flip through the different maps to find them. There's one in Lower Uptown, one in Lower Midtown, one in Upper Downtown, and two in Lower Downtown.



He might look tired now, but in a couple of minutes he's going to be spitting deathbreath garlic off the ceiling.

There's a simple tip for finding the person you need to talk to within the circle. On the mini-map or in-game map, the blue dot for the one you need to speak to will be lit up a lighter shade of blue compared to the dark blue dots that represent other characters. Head over to those light blue dots and you'll find someone looking a bit fatigued. All of them have a… positive experience with the NutriBlam, in the end. Hand the Nutri-Blams to all five people, then return to the experimental nutritionist to report her new product's roaring success.

114 Screw Loose!

Recommended Lv. 43

Client Man at Work
Start Chapter 8-1, Broadleaf, Lower Uptown

Prerequisites Talk to the Man at Work behind the tree east of the Elevator in Broadleaf's Lower Uptown.

An engineer working on the top floors of the Treehouse has dropped a certain special screw, and it seems to have rolled all the way down to the entrance hall. He can't seem to live without it, so it's up to Evan to head down there and pick it up!

Objectives

01 Look for a screw in the entrance hall.
02 Give the screw fanatic something in exchange for his beloved screw.
03 Give the Special Screw to the Man at Work.

Rewards

3380 Exp. 1490 G — KG
Dingy Ring x1 ★★★★

You'll find the man at work east of the elevator in Lower Uptown. Head south from the Dome Park trip door then take a left as you step outside to find him standing near the wall. He's lost a special screw, and he thinks it's fallen all the way to the bottom of the treehouse. Evan needs to go down there and see if he can find it in the entrance hall. You can teleport to the Entrance trip door if you like, but the elevator to Downtown is also directly behind you. Stay on the ground floor and head east past the innkeeper; the sparkling blue light you need to find is right at the eastern-most part of the objective circle, at the very end of the path.

Immediately upon picking up the special screw, a screw fanatic will appear and snatch it away from you, then threaten to swallow it if anyone tries to take it away from him. Evan negotiates a trade with him: you need to find him an even more amazing screw before he'll give the special screw back. Talk to him and see if you get the option to give him a bully button: this is the option you want to pick. (If you don't have a bully button, the Taskmaster nearby will trade one for six Tokens of Gratitude.) Evan will attempt to convince the man into believing the bully button is a particularly "special" kind of screw. To Lofty's immense shock, this cunning strategy works, and you get the special screw back!

Return to the man at work near the Dome Park trip door in Lower Uptown to give him back the special screw before anyone else takes it off you. After the man at work starts talking to the special screw, Evan and Lofty decide not to tell him the full story of what happened to it…

115 A Not-So-Watchful Eye

Recommended Lv. 49

Client Monster Inspector
Start Chapter 8-1, East Wood

Prerequisites Begun automatically after entering the East Wood in the Sequoia Valley near Broadleaf.

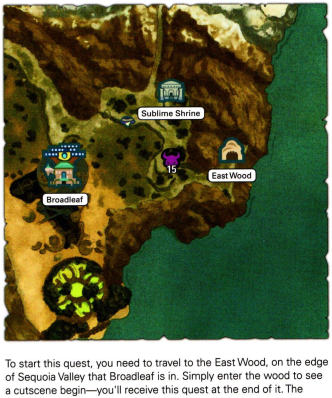
Broadleaf Inc. have dispatched a young employee to a forest on the outskirts of Sequoia Valley to keep an eye on the monsters there, but the man thinks the whole endeavor is a total waste of time, and wants Evan to take out the monsters so that he can focus on more... restful matters.

Objectives

01 Defeat the Tainted Monster in the forest.

Rewards

9130 Exp. 2910 G — KG
Dingeguard Pendant x1 ★ ★★★★



To start this quest, you need to travel to the East Wood, on the edge of Sequoia Valley that Broadleaf is in. Simply enter the wood to see a cutscene begin—you'll receive this quest at the end of it. The young monster inspector you encounter would rather sleep than inspect anything. He asks you to kill all the monsters in the forest so he has nothing to watch and can nap as much as he likes.

The monster here is the level 47 Tainted Monster, Crystolith. See P.535 for all the in-depth tactics and information you'll need to defeat it. It's located at the end of the East Wood, so fight through the monsters to get there. When you are prepared, interact with the purple aura to start the fight. After you've defeated Crystolith, the monster inspector will be very excited at all his upcoming napping possibilities, then runs off to prepare for some serious sleeping. Evan and Lofty have a philosophical conversation about the monster inspector's own prospects for the future before deciding it isn't really any of their business in the end….



116 The Secrets of the Sauce

Recommended Lv. 44

Client Floyd
Start Chapter 8-1, Goldpaw

Prerequisites Talk to Master Chow Chow next to the Sweet Saffron Tea House in Goldpaw.

Floyd, an ambitious young grimalkin chef, is keen to bring the cuisines of various kingdoms to Evermore, and has even been spending time at Coldpaw's Sweet Saffron Tea House studying the secrets of their famous meat jackpot. It's time for Evan to go and see if his friend's efforts have paid off...

Objectives

01 Talk to Floyd in Evermore.
02 Find a Honey Apple in the mountains near Ding Dong Dell.
03 Give the Honey Apple to Floyd.
04 Find an Unripe Firepepper on an island south of Hydropolis.
05 Give the Unripe Firepepper to Floyd.
06 Find a clove of Ripe Garlic in a Desert Oasis.
07 Give the clove of Ripe Garlic to Floyd.

Rewards

5530 Exp. — G 34000 KG

Necklace of Insight x1

Secret Sauce Material available in Everyday General Store.

You need to travel to Goldpaw and talk to Master Chow Chow next to the Sweet Saffron Teahouse to begin this quest. He will ask if you've been enjoying meat jackpots. It turns out Floyd has been secretly studying under Master Chow Chow, so Evan decides it's time to go talk to him to see if he's able to produce a quality meat jackpot! You'll have to head to Evermore and find Floyd, who wasn't attempting to hide anything; he just hadn't perfected the sauce recipe yet. As an apology for doubting, Evan offers to find Floyd the ingredients he requires to complete the sauce.

You'll first need to head to Ding Dong Dell. If you haven't progressed the story yet, you'll need to land the Zippelin at the location indicated during Main Story Chapter 8-1, then walk to the quest



circle nearby to pick-up the sparkling blue light indicated at **Position A**. When you have the "honey apple", teleport back to Floyd in Evermore to hand it in.

The next ingredient Floyd needs is an "unripe firepepper", which grows on an island south of Hydropolis and south-west of Makronos. The beach with the sparkling blue light containing the unripe firepepper is the same one Tiller was standing on during Side Quest 037. Return it to Floyd and he sends you out to find one last ingredient: "ripe garlic", which is found in "dry areas".

You'll need to head to Slakethirst Oasis in the north-east corner of the Drylands to find the sparkling blue light on the water's edge and receive the ripe garlic. One more teleport back to Evermore to give Floyd the ripe garlic and he can cook up the sauce he needs. Upon completing this quest, the Everyday General Store now stocks the "secret sauce" material, required for some of Floyd's future recipes, including meat jackpots.



You'll find the sparkling blue light at the water's edge, behind some bushes near a chest.

117 The Sweet Stink of Success

Recommended Lv. 45

Client Morgan
Start Chapter 8–1, Evermore

Prerequisites Talk to Morgan in Evermore after completing Side Quest 106.

Morgan, a merchant who used to work for Broadleaf Inc., has asked Evan to bring her some smelly shoes. It seems there's a lot of demand for them these days... Evan can't quite believe that anyone would want their shoes to stink, but he agrees to help Morgan by tracking down a pair.

Objectives

01 Find a pair of Smelly Shoes for Morgan.

Rewards

4150 Exp. — G 46000 KG
Determined Gaudy Galoshes x1 ★★★★

Find and talk to Morgan in Evermore. She wants you to bring her some smelly shoes...the smellier the better. "Stinky" is a prefix on Legs/Feet equipment. Stinky is applied to this equipment when you receive some at quality 0, that has no Equipment Skills applied to it (special abilities, such as "Slightly increases Fire resistance").



This is an example of a Stinky prefix. Note the quality is "0" and the skills section is blank.



You will need to fight monsters that drop the right equipment, and there are many choices. Turn to P.589 and look for "Armor: Legs/Feet equipment" in the tables. Then you'll need to fight these enemies until you receive equipment with the "Stinky" prefix. Once you have them, return them to Morgan and she will be extremely pleased that you managed to acquire such a valuable item, leaving Evan profoundly baffled as to who would buy such a thing.

118 Building Up to an Attack

Recommended Lv. 48

Client Gao Jia
Start Chapter 8–1, Evermore

Prerequisites Talk to Gao-Jia in Evermore.

Gao Jia, Evermore's military advisor, has reported that construction noises have been heard just outside the kingdom's borders. He's worried that this doesn't bode well, and has sent out a unit to investigate. But just what could they be building out there...?

Objectives

01 Go and speak with the soldier who went to scout things out.
02 Win the Battle!
03 Talk to Gao Jia in Evermore.

Rewards

7260 Exp. — G 63500 KG
Profiteer's Pendant x1 ★★★★

Talk to Gao Jia in the kingdom; he'll report that scouts have been hearing construction noises outside the kingdom in the middle of the night, but nothing can be seen in daylight. He's sent a unit to investigate, so Evan needs to go meet up with the Evermorian scout standing in the Heartlands just outside Evermore to find out what's going on. When you talk to the scout he'll mention that an unknown bandit has constructed numerous siege towers and other military equipment that you need to take down, then the level 44 Skirmish Battle "Fight Back Fabricas!" will appear nearby. Turn to P.451 for a guide to defeating this Skirmish Battle. When you're ready, interact with the Skirmish Standard to begin. After foiling Fabricas, report the failure of the fiend's fabricated formations to Gao Jia in Evermore, where Evan will compliment him on his formidable foresight.

119 Sweet Salvation

Recommended Lv. 43

Client Thetis
Start Chapter 8–1, Evermore

Prerequisites Talk to Thetis in Evermore after completing Side Quests 18, 71, and 95 .

Thetis, a doctor from Hydropolis, is very concerned about Chi Pi, who has fallen ill while swimming. Da Xing has told her that there's only one thing that will get him back on his feet...but can this sweet treat really have medicinal properties?

Objectives

01 Get some Zephyr Zabagliones. (1 required)
02 Give the Zephyr Zabaglione to Thetis.

Rewards

3380 Exp. — G 24000 KG
Pendant of Pluck x1 ★★★★

Find Thetis in Evermore and talk to her to discover that Chi Pi has fallen ill. The mighty lumberjack and all-round woodwork warrior was felled by a simple swim while holidaying at the seaside with Thetis. She's convinced he's deathly ill and asked Da Xing's advice regarding his symptoms. Da Xing recommended a specific food, so Thetis wants Evan to find one as fast as possible. The food you need to find is a "zephyr zabaglione"; you can cook it up at Tasty's Cookshop if you have the appropriate cookbook. Alternatively, the Taverna Akheilos in Hydropolis, located in Empórion Market, will sell zephyr zabagliones for 500G each. Return to Thetis in Evermore once you have one and hand it over. She'll explain more about the reason Chi Pi was ill—it turns out he'd been swimming for an entire day and was just exhausted! Still, the zephyr zabaglione will be sure to perk him up, so it works out nicely in the end.



You'll need the cookbook "A Seafood Odyssey" in order for Floyd to cook up the zephyr zabaglione.

120 Rocking the Boats

Recommended Lv. 44

Client Ketch
Start Chapter 8–1, Evermore

Prerequisites Talk to Ketch in Evermore.

Ketch, a shipwright from Capstan, doesn't see eye-to-eye with Bracken, Evan's new Minister of Ingenuity, and they keep arguing about the kingdom's ships. Can Evan get them to talk to each other and clear the air?

Objectives
01 Talk to Bracken.
02 Find a Blitz Prism in a triangular cave in the Heartlands.
03 Give the Blitz Prism to Ketch.

Rewards
5530 Exp. — G 34000 KG
Wider-Awake Charm x1 ★★★☆

Ketch can be found wandering around the kingdom. He's having a problem with Bracken, Evan's new Minister of Ingenuity, and they keep arguing about the kingdom's ships. Evan needs to talk to Bracken and try to find a diplomatic solution to this workplace dilemma. Bracken will be located somewhere within Evermore.

Bracken explains the dilemma: she had the idea of coating the boats in a special coating made of a prism that would prevent bugs from eating through the ship's hull, but the shipbuilders won't hear of it.



Evan wonders if getting one of the prisms Bracken intends to use and showing it to them might bring them around, so now you need to travel to a triangular cave in the Heartlands to find yourself a "blitz prism". The cave you need to find is called the Dugout and you require the Zippelin or boat to access it. Once inside, take the first left, then check the sparkling blue light within the objective circle.

Take the blitz prism to Ketch in Evermore. Ketch is still reluctant at first, but Evan convinces him to meet up with Bracken in the castle, where he eventually realizes they both want the same thing: for the ships in Evermore's navy to be the best in the world!

121 Tying the Knot

Recommended Lv. 43

Client Yip-Yip
Start Chapter 8–1, Evermore

Prerequisites Talk to Yip-Yip in Evermore after finishing Side Quest 096.

As a seamstress, it's only natural that Yip-Yip would want to make her daughter's wedding dress. The only problem is that she can't get hold of any pure wool, the material that wedding dresses are traditionally made from in Goldpaw. Can Evan step in and save the big day?

Objectives
01 Get some balls of Pure Wool. (1 required)
02 Give the ball of Pure Wool to Yip-Yip.

Rewards
3380 Exp. — G 24000 KG
Wizardly Robes of Wisdom x1 ★★★☆

You'll need to find Yip Yip in your kingdom to start this quest. Her daughter is about to get married and she needs to find some pure wool to make her a wedding dress. The Wondrous Bazaar at facility level 2 can produce pure wool. When you have the wool, hand it in to Yip-Yip so she can produce the traditional Goldpaw wedding dress for her daughter.

122 Ya Pi, the Proud Soldier

Recommended Lv. 56

Client Ya Pi
Start Chapter 9–1, Goldpaw, Fortune Square

Prerequisites Talk to Ya Pi in Goldpaw's Fortune Square after completing Side Quest 05.

Ya Pi, a proud member of Goldpaw's army, is determined to defeat a gang of bandits who are threatening his beloved homeland. He has assembled his troops, and is ready to march into battle—but if Evan were to join him, victory would be guaranteed!

Objectives

01 Speak to Ya Pi in the Rolling Hills.
02 Win the Battle!
03 Talk to Ya Pi in Goldpaw.

Rewards

10430 Exp. 3890 G — KG Ya Pi
Chilly Radiant Blade x1 ★★★★★

Ya Pi will be arguing with a government minister in Fortune Square; either of them can start this quest. Ya Pi wants to clear out some bandits that are threatening innocents, but the location is too close to Ding Dong Dell, so the government minister doesn't want to risk sending out troops in case it offends them. Evan offers to help with his own troops, so now you need to travel to the Rolling Hills and meet Ya Pi outside Cloudcoil Canyon. The fastest way to get there is to select Cloudcoil Canyon in the trip door map and pick the "To World Map" option. After you talk to Ya Pi in the Rolling Hills, the Standard for the level 17 Skirmish Battle "Rage of the Righteous" will appear nearby. Turn to P.435 for an in-depth rundown of this battle. Afterwards, return to Ya Pi in Goldpaw's Fortune Square. Now that the citizens of Goldpaw are safe from harm, he wants to help the citizens of Evermore, and asks to join your kingdom.



The Standard for this Skirmish will appear not too far from the entrance to Cloudcoil Canyon.

123 The Goddess of Good Luck

Recommended Lv. 53

Client Yo Ho-Ho
Start Chapter 9–1, Goldpaw, Lucky Stars Casino

Prerequisites Talk to Yo Ho-Ho inside the Lucky Stars Casino.

Yo Ho-Ho is considered one of the Lucky Stars Casino's very best gamblers, and has a gaggle of hangers-on to show for it. It seems she's also a demon with a spear, and would make a fine addition to the Evermorian army. But talent like that doesn't come for free...

Objectives

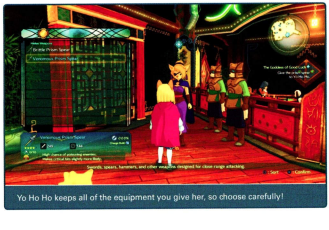
01 Get some pairs of Gaudy Galoshes. (1 required)
02 Give the pair of Gaudy Galoshes to Yo Ho-Ho.
03 Get a set of Warlord's Armor. (1 required)
04 Give the Warlord's Armor to Yo Ho-Ho.
05 Get some Prism Spears. (1 required)
06 Give the Prism Spear to Yo Ho-Ho.

Rewards

6110 Exp. 4030 G — KG Yo Ho-Ho
Initiate's Ring x1 ★★★★★

Yo Ho-Ho is standing in front of an admiring group of three Goldpaw Guards inside the Lucky Stars Casino. She's certainly an interesting personality, and her renown with the spear would make her an ideal addition to the Evermorian armed forces, but before she'll join up she desires suitable enticement. This is another three-part quest where you bring each item back and are then sent to get the next one, so to save you time, you should know that she wants three pieces of equipment in total. A pair of gaudy galoshes, a suit of warlord's armor, and a prism spear. These items are most reliably acquired from the Evermore Outfitters and Evermore Weapon Shop if you have completed the required research. Note that unlike previous Side Quests that required you to hand in equipment items to a client, the items you hand in will be removed from your inventory. Make sure you don't hand in anything you want to keep.

Gaudy galoshes can be crafted at the Evermore Outfitters after researching level 5 Armor Development—see P.126 for the full requirements for this research. When it comes to sourcing the ingredients, refer to the table here.



Yo Ho Ho keeps all of the equipment you give her, so choose carefully!

Gaudy Galoshes

Ingredient	Source	Facility	Cost
Wild Leather	Hunting Lodge Nos. 4 and 5	Lv. 2	—
	Taskmaster	—	20 ToG
Gold Nugget	Everyday General Store	Lv. 4	350G
	Mining Camp Nos. 2 and 3	Lv. 2	—
	Mining Camp Nos. 4 and 5	Lv. 1	—
	Taskmaster	—	10 ToG
Citrine Huebloom	Everyday General Store	Lv. 4	80G
	Minor Market Garden	Lv. 2	—
	Medium Market Garden	Lv. 1	—
	Massive Market Garden	Lv. 1	—
Enigma Prism	Mining Camp No. 4	Lv. 3	—
	Mining Camp No. 5	Lv. 2	—
	Taskmaster	—	30 ToG

The quality of the item you give to Yo Ho-Ho doesn't matter, so there's no need for a catalyst. When you give the gaudy galoshes to her, she next asks for the suit of warlord's armor. You can craft this at the Evermore Outfitters once you have researched level 5 Armor Development, which requires Eli's Special Skill. You can acquire Eli from Side Quest 102.

Warlord's Armor

Ingredient	Source	Facility	Cost
Somnium Nugget	Hunting Lodge Nos. 4 and 5	Lv. 2	—
	Taskmaster	—	20 ToG
Knight's Brocade	Bountiful Bazaar	Lv. 2	—
	Wondrous Bazaar	Lv. 2	—
	Taskmaster	—	20 ToG
Super-Cool Fur	Hunting Lodge Nos. 4 and 5	Lv. 2	—
	Taskmaster	—	20 ToG
Delicate Wing Bone	Hunting Lodge Nos. 4 and 5	Lv. 2	—
	Taskmaster	—	30 ToG

The prism spear can't be crafted. You can acquire it as a drop from various enemies (see P.585 for drop information), but there are also a couple of guaranteed ways to acquire one. The first is from defeating the Tainted Monster Charmigan (P.547) and the second is from Side Quest 130 (P.377). However, the prism spears you get from these rewards are quite powerful at this Side Quest's recommended level. If you hand them in, the reward from this quest does not justify what you'll give up. It would be a good idea to hold onto those prism spears if you have them and wait until you upgrade to a better weapon as the game progresses. While you can't craft a prism spear, you can craft better spears at the Evermore Weapon Workshop if you have completed the appropriate weapon research. Of course, if you have no interest in using the characters that require spears, completing Side Quest 130 is the easiest way to acquire one. When you have a prism spear you can give to Yo Ho-Ho, return to the Lucky Stars Casino to hand it in to her and she will move to Evermore, bringing her entire entourage of guards with her as a Skirmish unit.

124 Callianeira, Priestess of Water

Recommended Lv. 56

Client Callianeira
Start Chapter 9–1, Hydropolis, Palace of Hydropolis

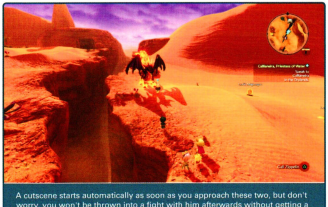
Prerequisites Talk to Callianeira next to Queen Nerea's throne in the Palace of Hydropolis after completing Side Quest 051.

Callianeira, a priestess from Hydropolis, has had the idea of asking Volko, a dragon who once terrorized her kingdom, to join Evan on his quest to bring peace to the world. Together, they head for the Drylands to try and persuade him, but after all that's happened in the past, do they really stand any chance of succeeding?

Objectives
01 Speak to Callianeira in the Drylands.
02 Defeat Volko in battle with Callianeira's assistance.

Rewards
10430 Exp. 3890 G — KG Callianeira
Windy Gemfire Wand x1 ★★★★★

Callianeira will be standing to the left of the throne in the Palace of Hydropolis, the same place you last talked to her during Side Quest 051. She's been quietly thinking up ways to help Evermore succeed and has hit upon a novel solution: partner up with a dragon! Volko, the flame dragon in question, used to terrorise Hydropolis before Brineskimmer put a stop to him long ago. Volko was forced to relocate to the Drylands, and Callianeira wants to convince this ancient enemy of Hydropolis to work together with Evan. Understandably, this will take some careful diplomacy. Since all good diplomacy requires a powerful threat to back it up, Evan agrees to meet her in the Drylands as she talks to Volko.



A cutscene starts automatically as soon as you approach these two, but don't worry, you won't be thrown into a fight with him afterwards without getting a chance to prepare.

You need to head to the Drylands and talk to Callianeira, who will be in the middle of convincing Volko to agree to the alliance as you arrive. Volko isn't going to just lend his strength to anyone—you need to prove yourself worthy of it! He wants his forces to face off against yours in the level 19 Skirmish Battle "Flames of the Firedrake"; the Skirmish Standard will appear nearby. See P.439 for an in-depth guide to this battle. When you're ready, interact with the Skirmish Standard to begin. Afterwards, Volko acknowledges your prowess, and agrees to team up with Callianeira—they both join Evermore's forces as a combo unit. If you use Callianeira's unit, the Mermagi, in a Skirmish Battle, her special ability will be to summon the mighty Volko to attack enemy units.

125 Trey's Missing Memolith

Recommended Lv. 50

Client Trey
Start Chapter 9-1, Broadleaf, Lower Downtown, Resistance Headquarters

Prerequisites Talk to Trey in Broadleaf's Resistance Headquarters in Lower Downtown.

Trey is one of the brightest minds in Broadleaf's Design Department, but he's barely been able to work since losing a memolith with some "embarrassing recordings" on it. He can't face the prospect of going to look for it himself, so it's up to Evan to track it down and bring it back!

Objectives

01 Talk to Wally in the Smartstick Lab.
02 Talk to Tad in the reactor control room.
03 Buy Trey's Missing Memolith at Poplar Produce.
04 Give Trey's Missing Memolith to Trey.

Rewards

5300 Exp. 1920 G — KG Trey
Somnium Nugget x5 ★★★★

Wisdom of the Kingmaker

Flippin' heck! Youell need 10000G if you want to finish the fourth bit o' this quest by yur! Better start pinchin' them pennies!

Trey is standing on the left side of the room in Broadleaf's resistance headquarters in Lower Downtown. A genius designer who helped design the memolith, he's ironically lost his own one...and it has some embarrassing recordings on it he'd rather nobody find out about! He's too shamefaced to ask after it himself, so Evan agrees to help track it down. You need to head to the Smartstick Development Labs in the Factory Floors; the easiest way to get to this location is by teleporting to the Testing Floor trip door and moving backwards through the floors. When you get inside the labs, talk to Wally.



Wally may look like your regular everyday programmer, but he got through the hostile wyverns just outside to get to this workstation...

Wally doesn't have Trey's memolith anymore; after seeing the amazing video on it, he gave it to another Broadleaf employee, Tad, in the reactor control room. Teleport back to the Testing Floor trip door then take the elevator up to the Reactor Floor. It's the same elevator you used in Chapter 6 to get to Zip Vector. You'll find Tad in the reactor control room standing to the right of Zip. Tad had the memolith, and after seeing the valuable recording, sold it to Poplar Produce! Teleport to the Broadleaf Entrance trip door and interact with the Poplar Produce vendor. In the "Buy" menu you'll find Trey's missing memolith, purchasable for 10000G. Buy it, then take it back to Trey in the resistance headquarters. He's very glad to have it back, but now Bracken really wants to know what was on it. Reluctantly, he tells you that it was videos of him singing—pretty well too, according to Wally and Tad! But once he hears that they've already seen the video, he's keen to get out of Broadleaf to somewhere that has people who don't know about it, such as Evermore!

126 Jared, the Elite Officer

Recommended Lv. 50

Client Jared
Start Chapter 9-1, Broadleaf, Lower Uptown.

Prerequisites Talk to Jared in Broadleaf's Lower Uptown after purchasing this quest for 34 ToG from the Taskmaster. Requires completion of Side Quest 086.

Do you know Jared, the special constable over in Broadleaf? He's their new star officer—attached to the VIP protection group, apparently. I think you two would get along. Why not see if he's interested in moving to your kingdom?

Objectives

01 Talk to Jared in Broadleaf.

Rewards

5300 Exp. 2220 G — KG Jared
Lean Meat x2 ★★★★
Chunky Meat x2 ★★★★
Gamey Meat x2 ★★★★★

127 Alexis, the Hard-Nosed Cop

Recommended Lv. 50

Client Alexis
Start Chapter 9-1, Broadleaf

Prerequisites Talk to Alexis in Broadleaf's Lower Uptown after purchasing this quest from the Taskmaster for 51 ToG.

Have you heard of Alexis? She's a police officer over in Broadleaf. They say she's cool under pressure, and never lets her emotions show. I have no idea if that's the kind of person you want in your kingdom, but if you're interested, you know where to find her!

Objectives

01 Talk to Alexis in Broadleaf.

Rewards

5210 Exp. 2350 G — KG Alexis
Elite Archer's Ring x1 ★★★★

128 Norbert, the Future Historian

Recommended Lv. 50

Client Norbert
Start Chapter 9–1, Ding Dong Dell

Prerequisites Talk to Norbert in the north east of Ding Dong Dell after purchasing his quest from the Taskmaster for 41 ToG.

A young mouse by the name of Norbert has been to see me. He had heard that you were looking for people to move to your kingdom. He may not be very old, but he's certainly wise for his years. Perhaps you should seek him out?

Objectives
01 Talk to Norbert in Ding Dong Dell.

Rewards
5080 Exp. 2440 G — KG Norbert
Frothy Coffee x2 ★★★★

129 Klaus, the Master Merchant

Recommended Lv. 50

Client Klaus
Start Chapter 9–1, Ding Dong Dell

Prerequisites Talk to Klaus in the north east of Ding Dong Dell after purchasing this quest from the Taskmaster for 43 ToG.

A young mouse merchant by the name of Klaus has expressed an interest in moving to Evermore. What's more, he says he has some wares that you're sure to be interested in! Why not go and see him? He's somewhere near Ding Dong Dell Castle.

Objectives
01 Talk to Klaus in Ding Dong Dell.

Rewards
4800 Exp. 2800 G — KG Klaus
Songbook No. 11 x1

130 Raxel, One-Eyed Mercenary

Recommended Lv. 51

Client Raxel
Start Chapter 9–1, Ding Dong Dell

Prerequisites Speak to Raxel who's sitting on a small bench down an alley on the east side of Ding Dong Dell.

Raxel, a cunning mouse mercenary, has a simple policy when it comes to choosing his employers: "I won't work for weaklings!" Which means that if Evan wants Raxel to come and lead his army, he's going to have to prove that he's worthy of his services by defeating some rather vicious monsters...

Objectives
01 Defeat 10 tropical fangfish.
02 Talk to Raxel in Ding Dong Dell.

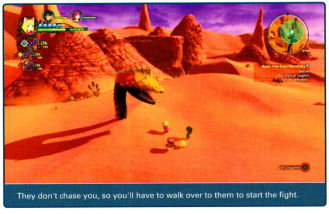
Rewards
7240 Exp. 2230 G — KG Raxel
Venomous Prism Spear x1 ★★★★★



Raxel can be found in the alleyways behind the road that circles the main city of Ding Dong Dell.

Raxel is a tough-talking mercenary sitting on a bench down an alley on the east side of Ding Dong Dell, just off the circular path. Evan finds him extremely impressive, and asks him to join the kingdom, but Raxel refuses to work for anyone who can't pass his test for weeding out weaklings—and his standards are high. You'll need to defeat 10 tropical fangfish before he'll sign up for the Evermorian armed forces.

Tropical fangfish are found in the Drylands, south of Broadleaf; you can see them poking up out of the sand. If you don't have the Drylands trip door, teleport to the closest one you have near Broadleaf, then use the Zippelin to travel over the mountains.



They don't chase you, so you'll have to walk over to them to start the fight.

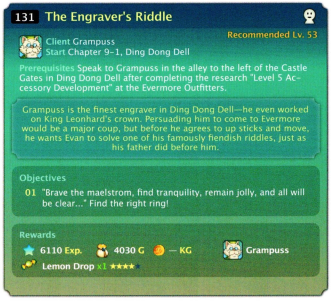
These enemies are similar to Cetus from Chapter 5-3, but here they are Fire-imbued. Water-based weapons, spells, skills, and equipment are the order of the day. For defenses, pick armor and necklaces that protect against Fire. Set up your Tactic Tweaker to increase your Fire resistance and to deal more damage to reptilian foes. If you have been upgrading the Water line of spells at the Spellworks, taking as many Water Higgledies as you can will allow you to cast the enhanced versions of these spells more often by absorbing these Higgledy followers.

While these enemies fight similarly to Cetus, there's a fairly simple strategy for dealing with one. When it goes into the ground, run away from where you last saw it and watch for the ground trembling nearby. If it appears under you, prepare to dodge! When it's above the ground again, run over and attack the neck coming out of the ground. It's safest to be near the neck when it is out of the

ground, because these enemies have a ranged spit attack that deals a lot of elemental damage, as well as powerful attacks with their tail; none of these attacks can hit you when you're directly behind it, attacking its neck. If you choose to attack with Water-based spells or ranged skills, be careful of casting them at a distance while its head is above ground; the spit attack is very powerful and can cancel your cast.

If you run out of fangfish, simply use the Drylands trip door to reset the enemies nearby. You can also use this trip door to return here if you need to make a trip to resupply healing items. Be careful of the tropical fangfish in the eastern half of the Drylands: their level is higher than this Side Quest's recommended level, and in the south-east corner they can reach level 69.

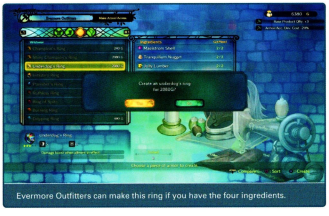
When you have defeated ten tropical fangfish, return to Raxel in Ding Dong Dell, who will acknowledge your might and agree to serve in your army.



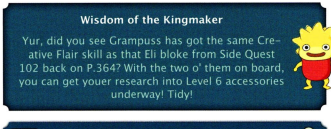
Before you can start this Side Quest you need to complete the Level 5 Accessory Development research in the Evermore Outfitters—see P.126 for the requirements.

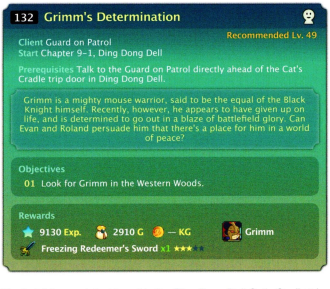
To find Grampuss, start from the Ding Dong Dell Castle trip door, then head down the small side alley to the left of the castle gates. You'll see Grampuss standing on the left side of the alleyway. He's a famous engraver who even worked on King Leonhard's crown! Grampuss wants to move to Evermore, but Evan is immediately nervous. Grampuss used to love challenging him to riddles—and this time is no exception.

The riddle is: "To those who brave the maelstrom and find tranquility, remaining jolly all the while, everything will surely become clear." This refers to the following materials: maelstrom shell, tranquilium nugget, jolly lumber, and clear prisms; the exact ingredients for crafting the underdog's ring at the Evermore Outfitter's. All of the ingredients are produced in your kingdom's facilities, so if you've been upgrading your kingdom as you go along you are likely to already have enough. If you are short, you can purchase all of them at the Taskmaster. After crafting the underdog's ring, return to Grampuss, then pick it from the list that appears when you speak to him. Grampuss will make his way over to your kingdom.



Evermore Outfitters can make this ring if you have the four ingredients.

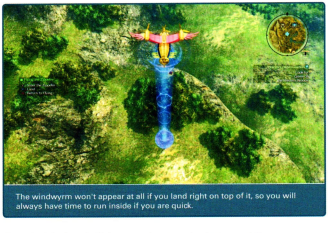




To start this quest, fast travel to the Ding Dong Dell Cat's Cradle trip door and head towards the fountain. You'll see a grimalkin guardsman standing next to a balcony in front of the fountain directly north of the trip door—this is the "guard on patrol" you need to speak to. He tells you the story of Grimm, a famous and mighty mouse warrior who left Ding Dong Dell after King Mausinger signed the Declaration of Interdependence. The guard on patrol is worried about Grimm's state of mind and asks Evan to track him down in the Western Woods to check on him.

The Western Woods' location is shown on the map below, and **Position A** notes the general patrol area of a level 60 windwyrm. Be careful when setting the Zippelin down to enter the woods, as the windwyrm will be invisible until you land. It's recommended to set your landing point as close to the large forested area on the edge of the plateau as you can, then immediately enter the Western Woods.





Once inside, head all the way down to the bottom of the map, where you will find Grimm facing off against the level 49 Tainted Monster Leolynx. Turn to P538 for an in-depth strategy for fighting this monster. When you are prepared, interact with the purple aura to start the fight. Afterwards, Evan and Roland will have an intervention with Grimm to try to talk him out of fighting until he drops. Fortunately, Evan convinces him that joining Evermore will give his life the meaning he's searching for.

133 Ritter's Got Tailor's Block!

Recommended Lv. 53

Client Ritter
Start Chapter 9–1, Ding Dong Dell

Prerequisites Talk to Ritter standing in front of the Cawtermaster's Store in Ding Dong Dell.

Ritter has always dreamed of designing clothes for people from all over the world, but he's been suffering a crisis of confidence lately, and can't seem to come up with any new ideas. Can Evan help him get inspired, and perhaps even persuade him to come to Evermore?

Objectives

01 Show Ritter a set of Cascading Robes.
02 Show Ritter a Chieftain's Cloak.
03 Show Ritter some Wolfsbane Mail.

Rewards

6110 Exp. 4030 G — KG Ritter
Shiny Magic Muffler x1 ★★★★★

Ritter is standing in front of the Cawtermaster's Store in Ding Dong Dell. A tailor by trade and a dreamer by nature, Ritter wants to make clothes for all the nations of the world. Naturally this makes him a great fit for Evermore, but he's in a bit of a design slump at the moment. You'll need to bring him some novel clothes to boost his inventiveness back up to its usual heights!

You'll need to find Ritter three different pieces of body equipment: a set of cascading robes, a chieftan's cloak, and a suit of wolfsbane mail, and hand them in to him in that order. It's possible to craft these at the Evermore Outfitters in the kingdom, as long as you've completed the appropriate research (see P.126). All the ingredients for the cascading robes and chieftan's cloak can be bought at the Everyday General Store at facility level 4 or purchased for Tokens of Gratitude at the Taskmaster. Refer to the table below to source ingredients for the wolfsbane mail.

Wolfsbane Mail

Ingredient	Source	Facility	Cost
Rook's Brocade	Bountiful Bazaar	Lv. 2	—
	Wondrous Bazaar	Lv. 2	—
Sweet Sap	Flourishing Lumberyard	Lv. 2	—
	Towering Lumberyard	Lv. 2	—
	Taskmaster	—	20 ToG
Witch's Wool	Bountiful Bazaar	Lv. 2	—
	Wondrous Bazaar	Lv. 2	—
	Taskmaster	—	20 ToG
Snazzy String	Bountiful Bazaar	Lv. 2	—
	Wondrous Bazaar	Lv. 2	—

You don't need the catalyst for any of the equipment you show Ritter unless you want to wear it after you've shown it to him. Once you have them all, return to Ritter. Each time he asks for an item, talk to him and pick the item you crafted from the list. After you've gotten his creative juices flowing again, he'll be ready to tailor up a storm in the kingdom.

134 Pollution Solution

Recommended Lv. 48

Client Roden
Start Chapter 9–1, Ding Dong Dell

Prerequisites Talk to Roden who's standing near the exit to Ding Dong Dell.

Roden, an architect from Ding Dong Dell, has an acute sense of smell, and has sniffed out something suspicious in the sewers. There seems to be something down there polluting the water supply. Time for Evan to head underground and find out what's going on!

Objectives

01 Head down into the sewers and see what the strange smell is.
02 Talk to Roden in Ding Dong Dell.

Rewards

8710 Exp. 2750 G — KG Roden
Poised Pendant x1 ★★★★

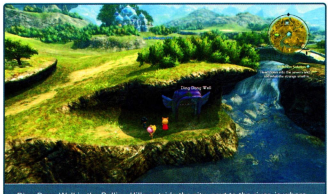




Talk to any of these three characters to start Side Quest 134.

To find the client for this Side Quest, teleport to the Cat's Cradle trip door in Ding Dong Dell, then turn around and head towards the entrance of the city. As you get close you'll see three people conversing on the left side of the path, just before the gate that leads to the city.

Evan overhears three architects arguing over the source of a mysterious smell coming from the Ding Dong Dell sewers. One of them, Roden, is insistent that somebody find out where its coming from, but the other two can't smell anything and don't believe him. Evan volunteers to sort it out, so now you need to investigate the sewers to discover the source of the olfactory oddness.



Ding Dong Well in the Rolling Hills outside the city, next to the river, is where you need to go.

Inside you'll find the level 48 Tainted Monster Snotley, the dribbly source of the dire smell. Turn to P536 to find an in-depth guide for defeating this beast. When you are prepared, interact with the purple aura to start the fight. Afterwards, return to Roden in Ding Dong Dell to prove him correct. He'll be so touched that you believed in him, he'll insist on coming to live in Evermore.

135 The Misunderstood Magician

Recommended Lv. 50

Client Grisella
Start Chapter 9–1, Ding Dong Dell

Prerequisites Speak with Grisella in east Ding Dong Dell after purchasing this quest from the Swift Solutions Taskmaster for 45 ToG.

Good news! Grisella, a fabulously talented sorcerer from Ding Dong Dell, would like to move to your kingdom! She's quite a mysterious character, though, and rarely goes out in public. Still, I said you'd be happy to go and talk to her...

Objectives

01 Talk to Grisella in Ding Dong Dell.

Rewards

4500 Exp. 3100 G — KG Grisella
Cozy Curry x2 ★★★★

136 Kitty, the Bubbly Baker

Recommended Lv. 50

Client Kitty
Start Chapter 9–1, Ding Dong Dell

Prerequisites Talk to Kitty near the Hootique after purchasing this quest from the Taskmaster for 37 ToG.

Good news, Evan! Kitty wants to move to your kingdom! She's a baker from Ding Dong Dell, and she's famous for her incredibly tasty sandwiches! Your hungry subjects would be eternally grateful if you were to bring her into the fold!

Objectives
01 Talk to Kitty in Ding Dong Dell.

Rewards
5010 Exp. 2020 G — KG Kitty
Sardine Sandwich x5

137 The People's Pâtissière

Recommended Lv. 54

Client Rosamund
Start Chapter 9–1, Ding Dong Dell

Prerequisites Speak with Rosamund next to the Hootique in Ding Dong Dell.

Rosamund's bakery is always packed with customers looking to try her tasty treats, and today is no exception. If Evan wants to persuade her to move to Evermore, he's going to have to make sure there'll be enough customers waiting for her when she gets there!

Objectives
01 Persuade 70 or more people to move to Evermore.
02 Talk to Rosamund in Ding Dong Dell.

Rewards
8290 Exp. 3290 G — KG Rosamund
Higgledy Heal Pendant x1

Rosamund is standing next to the Hootique in Ding Dong Dell. An accomplished baker, Lofty would love to have her in Evermore so he can get lots of free pastries, but she won't move unless there are enough people to support her business. You need to have 70 citizens in your kingdom to complete this quest.

If you have completed every Citizen Side Quest prior to Side Quest 137 in this guide, you will have 80 citizens. You'll find lists of all Citizen Side Quests on P.315. Look for the Citizen Quests icon (such as on this Side Quest) and compare them with the Citizens Quest icons in your in-game Side Quests menu to see which ones you may have missed.

When you have enough citizens, return and speak to Rosamund to let her know that Evermore now has more than enough people clamoring for her delightful bakery treats, especially the small yellow one at ankle height!

138 Marlene: Good Girl Gone Bad

Recommended Lv. 56

Client Injured Soldier
Start Chapter 9–1, Ding Dong Dell

Prerequisites Talk to the Injured Soldier behind the Cat's Cradle Inn near the central fountain in Ding Dong Dell.

Marlene, the fiery palace sorcerer from Ding Dong Dell, has thrown her lot in with a gang of bandits! What could possibly have caused her to make such a decision? Head to the bandits' base and persuade her to change her mind!

Objectives
01 Talk to the Shiftless Soldier.
02 Defeat the bandit Marlene in battle.

Rewards
10430 Exp. 3890 G — KG Marlene
Ring of Spite x1

To get to the injured soldier who begins this quest, start from the Cat's Cradle trip door in Ding Dong Dell then head directly north until you reach the balcony overlooking the central fountain. Turn left and you'll spot two soldiers in the corner of the two buildings at the bottom of the stairs, behind the Cat's Cradle. Marlene, Ding Dong Dell's palace sorcerer, has left the palace of Ding Dong Dell and become a bandit. The injured soldier tried to convince her to come back and that's how he ended up in his current state. The caring soldier nearby asks you to speak to Marlene to try and convince her to return to Ding Dong Dell. You need to talk to the shiftless soldier located on the plateau above the Rolling Hills, near the Western Woods.



The level 60 windwyrm in the background won't bother you if you land the Zippelin right next to the Shiftless Soldier.

He's another soldier who tried to convince Marlene to come back to Ding Dong Dell. After speaking with him, the level 18 Skirmish Battle "Marlene: A Conjurer Corrupted" will appear next to you. You'll find the in-depth guide for this Skirmish Battle on P.437. Interact with the Skirmish Standard when you are ready to begin. After the battle, Marlene reveals her reason for becoming a bandit: she was sick of all the fighting in Ding Dong Dell and left to make her own way. Evan points out that she's still fighting; all that's changed is who. As an alternative, he offers Evermore as a place for Marlene and her friends to live in peace, and they decide to take him up on his offer.

139 Lady Trudy, Charming Farmer

Recommended Lv. 50

Client Lady Trudy
Start Chapter 9–1, Ding Dong Dell

Prerequisites Speak with Lady Trudy on the east side of the central fountain in Ding Dong Dell after purchasing this quest from the Taskmaster for 47 ToG.

You'll never believe this, Evan! Lady Trudy, one of the finest farmers in Ding Dong Dell, has expressed an interest in moving to Evermore! I'm sure she could work wonders on your agricultural output! You should go and find her before she changes her mind!

Objectives

01 Talk to Lady Trudy in Ding Dong Dell.

Rewards

4350 Exp. 3210 G — KG Lady Trudy
Quiltaloupe x2 ★★★★
Blushing Peach x2 ★★★★
Noon Glory x2 ★★★★

140 Taming Tyger

Recommended Lv. 54

Client Tyger
Start Chapter 9–1, Hermit's Hollow, Rolling Hills

Prerequisites Travel to the Hermit's Hollow in the Rolling Hills and talk to Tyger on the right side of the cave.

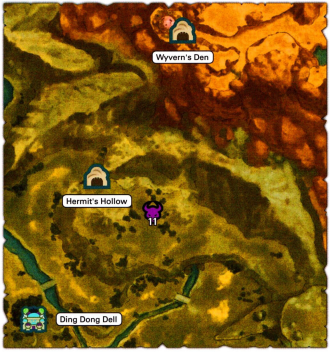
Tyger is a talented but eccentric blacksmith who lives in a dingy cave all by himself. He'd be an excellent addition to Evermore's community of craftspeople, but his conditions for moving there aren't the easiest to meet...

Objectives

01 Amass a stockpile of 30 or more melee weapons.
02 Talk to Tyger in Hermit's Hollow.

Rewards

7660 Exp. 3520 G — KG Tyger
Shiny Champion's Ring x1 ★★★★





With a well-managed kingdom, you can acquire many materials necessary for crafting from your Stores and by shopping at the Everyday General Store.

Tyger is a reclusive weaponsmith practicing his craft in Hermit's Hollow, north-east of Ding Dong Dell. His requirement for moving to Evermore is for you to have stockpiled 30 different melee weapons. You need to craft 30 unique melee weapons at the Evermore Weapon Workshop to complete this quest; crafting the same weapon 30 times won't do the job. You can see which weapons you have crafted before on the menu: they're indicated by a "tick" icon.

See P.117 for more detail on the Evermore Weapon Workshop and the requirements for crafting various melee weapons. After you have crafted 30 different unique melee weapons, simply return to Tyger to convince him it's worth moving to Evermore.

141 The Tainted Wyvern

Recommended Lv. 51

Client Sky Pirate in the Know
Start Chapter 9–1, Sky Pirates' Base

Prerequisites Talk to the Sky Pirate in the Know standing to the north of the Innkeeper on the top level of Sky Pirates' Base.

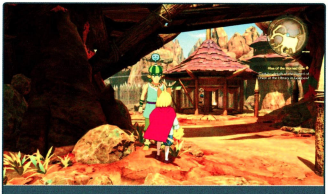
The wyverns have been quiet ever since Tani's kidnapping was foiled, but now there are suspicious rumblings coming from their lair once again. What might all this mean? It's up to Evan and his pals to go and find out.

Objectives

01 Go to the wyverns' den.
02 Put an end to the wyvern's rampage.
03 Talk to Sky Pirate in the Know in the Sky Pirates' Base.

Rewards

10030 Exp. 3240 G — KG
Pitchguard Pendant x1 ★★★★

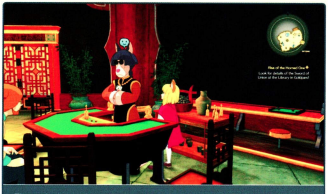


The Sky Pirate in the Know is on the top level, past the Innkeeper.

Teleport to the Sky Pirates' Base to find the the sky pirate in the know. There's been terrifying noises coming from the Wyvern's Den where you defeated the wyvern warlord during Main Story Chapter 2-3. Evan is asked to investigate in case the wyverns are preparing another attack. Before you head off, know that the objective for this quest is the level 51 Tainted Monster Twygg. See P.540 for an in-depth guide to defeating this enemy. The closest trip door is Snaketooth Ridge. Then take the same path you took to reach the Wyvern's Den in the Main Story.

Once inside, you'll find a group of wounded wyverns lying on the ground near the waystone. Wyvern politics is a messy business; after Evan slew their last leader, the remaining wyverns had to fight amongst themselves to select a new leader—until the previously banished wyvern Twygg returned with the corrupted aura that marks a Tainted Monster. The wyverns aren't happy that Evan's here, but they're even less happy with Twygg, so Evan decides he has a duty to take care of it. Before you head in to face Twygg, take the opportunity to use the nearby waystone. Like all Tainted Monsters, you start the fight by interacting with its purple aura.

After defeating Twygg, the wyverns are in shock, but not out of gratitude—they won't forgive and forget Evan killing their leader anytime soon. Return to the sky pirate in the know in the Sky Pirates' Base to report the resolution of his worrying wyvern problem.



The work-obsessed croupier is on the right side of the Lucky Stars Casino gaming floor.

The work-obsessed croupier is on the right side of the Lucky Stars Casino behind the gaming table. He's delighted with how busy the Casino has been lately, but regrets that he hasn't had time to find a present for his son's birthday. Evan offers to help, so you now need to head to Broadleaf to buy the croupier's son the special toy only available there. Don't worry, he gives you the necessary 10000G to purchase it.



The hi-tech craftsman sells the "Ultra-Gigatron 3000" Yo-Yo that's all the rage in Goldpaw, he's next to the Broadleaf Entrance.

The hi-tech craftsman is sold out of the Ultra-Gigaton 3000, and the machine he uses to make them is broken. To fix it, he requires an enigma prism. If you don't have one, you can purchase one for 30 Tokens of Gratitude from the Swift Solutions Taskmaster; he's located on this level, just past the innkeeper. Hand the enigma prism to the craftsman so he can get his machine working again, and he'll give you the magic Yo-Yo for free.

Return to the work-obsessed croupier in the Lucky Stars Casino in Goldpaw. He'll ask you to find his son for him. He can be found to the west of the Dreaming Camomile Inn trip door in Goldpaw, standing on a bridge. Talk to him and you'll be teleported back to the Lucky Stars Casino to witness the croupier giving his son the birthday gift, ending the quest.

142 The Perfect Present

Recommended Lv. 51

Client Work-Obsessed Croupier
Start Chapter 9-1, Lucky Stars Casino, Goldpaw

Prerequisites Speak to the Work-Obsessed Croupier at the northern gaming table in the Lucky Star Casino in Goldpaw.

A croupier at the Lucky Stars Casino is always so busy with work that he doesn't have enough time to spend with his son. He wants to give him a special birthday present to make up for this...and he wants Evan to go and buy it for him!

Objectives

01 Head to the hi-tech toy shop in Broadleaf.
02 Get some Enigma Prisms. (1 required)
03 Give the Enigma Prism to the Hi-Tech Craftsman.
04 Talk to the Work-Obsessed Croupier in Goldpaw.
05 Look for the Croupier's Son.

Rewards

5010 Exp. 2430 G — KG
Wide-Awake Charm x1 ★★☆☆☆

143 Make My Sister Smile Again

Recommended Lv. 53

Client Hard-Working Young Woman
Start Chapter 9-1, Upper Downtown, Broadleaf

Prerequisites Talk to the Hard-Working Young Woman in Upper Downtown after completing Side Quest 087 and Side Quest 112 in order.

A young girl from Broadleaf had been feeling rather unwell, but has now made a full recovery. Unfortunately, all the time she spent cooped up in her room has made her scared of going outside. Perhaps a visit from a higgledy would help put a spring in her step!

Objectives

01 Bring a really cheerful Higgledy to show to the Higgledy-Loving Little Girl.

Rewards

8550 Exp. 2690 G — KG
Violet Pastille x1 ★★★★

144 The Dark Side of Development

Recommended Lv. 56

Client Brisk Employee
Start Chapter 9-1, Broadleaf, Lower Downtown, Resistance Headquarters

Prerequisites Talk to the Brisk Employee in Broadleaf's Resistance Headquarters in Lower Downtown.

A horde of particularly vicious monsters have been spotted outside Broadleaf Inc.'s Treehouse HQ. What's going on here? Sequoia Valley used to be so peaceful! But before they can start to figure out the cause, Bracken and Evan will need to defeat the monsters and keep the people of Broadleaf safe!

Objectives

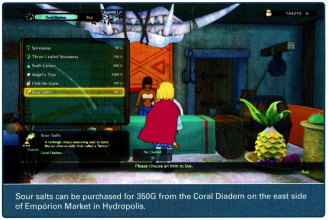
01 Defeat the monsters that are lurking outside the Treehouse.
02 Win the Battle!

Rewards

10430 Exp. 3890 G — KG
Songbook No. 25 x1

You'll need to travel back to Broadleaf's Upper Downtown and speak with the same hard-working young woman from Side Quest 087 "Do You Believe in Higgledies?" Her younger sister, the Higgledy-loving little girl you helped in Side Quest 112, has made a full recovery, but now she's afraid to go outside after so long spent indoors. You must bring her a really cheerful Higgledy to put the spring back in her step. The Higgledy you need is called "Jumblie the Lovely" and can be cooked up at the Evermore Higglery after completing the "My Fifth Higgledy Cookbook" research—see P.133 for more information on the ingredients required to cook up Jumblie.

When it comes to sourcing the ingredients: sheermint, rook's brocade, and night-white thread can be produced at the various Bazaar facilites; see P.138 for a listing of the various Bazaar materials and the facility levels required. Enigma prisms can be purchased from the Taskmaster for 30 Tokens of Gratitude, as well as produced in Mining Camps No. 4 and 5. Sour salts are a secret ingredient unavailable from the kingdom's facilities. The most reliable method is to buy them from the Coral Diadem in Hydropolis.



Sour salts can be purchased for 350G from the Coral Diadem on the east side of Emporion Market in Hydropolis.

When you have cooked up Jumblie the Jolly, return to the Higgledy-loving little girl to cheer her up and have her ready to face the outside world again!

Talk to the brisk employee on the right side of the resistance headquarters in Broadleaf's Lower Downtown; you were in this room during Main Story Chapter 6-2. She's discussing a problematic horde of monsters that were spotted outside Broadleaf with a nearby dedicated security guard. There aren't enough Droid soldiers on hand for the security forces to drive the monsters off, so Evan offers to take care of them.

You'll find a group of level 57 quiverines on the other side of Lake Gearie, outside Broadleaf. After you've defeated them, Bracken will explain her suspicions regarding the monsters' origins: they're the result of Broadleaf's mining efforts in the region disturbing the wildlife.

After this revelation, the dedicated security guard runs up to warn you that a large group of monsters led by the local bandits are attacking Broadleaf. The level 54 Skirmish Battle "What's Rightfully Ours" will appear south-west of your position on the world map. Turn to P.455 for an in-depth guide to this battle. When you are ready, interact with the Skirmish Standard to begin. Afterwards, the situation will be happily resolved thanks to Bracken's environmentally conscious interventions.

145 Fresh Fish Suppers for All

Recommended Lv. 50

Client Hootenanny
Start Chapter 9-1, Ding Dong Dell

Prerequisites Talk to the Hootenanny standing in front of the Hootique after completing Side Quest 111 .

The Hootenanny, proprietor of the Hootique, would like Evan to help deliver some of their famous fish suppers to hungry customers all over Ding Dong Dell. After all, it's sure to be a great way of publicizing her establishment! Now it's up to Evan to make sure that everyone gets their food while it's still nice and hot!

Objectives

01 Talk to the Hootenanny and help with her deliveries.
02 Deliver to three customers within three minutes. (3 required)
03 Talk to the Hootenanny.

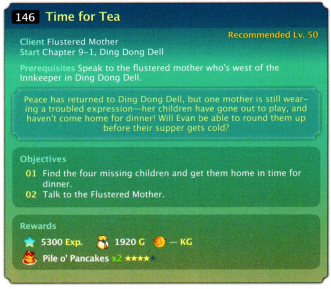
Rewards

5300 Exp. 1920 G — KG
Fish Supper x3 ★★★★

The Hootenanny is standing directly in front of the Hootique close to the stairs. She wants to leverage Evan's fame to publicize her business by getting him to help her deliver food to three customers throughout Ding Dong Dell. This is like previous food delivery Side Quests in that you need to deliver the food within a time limit to three different customers scattered around Ding Dong Dell. The same rules apply; the timer stops in menus and when interacting with customers, trip doors cost no time and function as instant teleports, and you need to do it all within three minutes.

Two of the customers marked on the map are close to the Cat's Cradle Inn trip door; one directly behind and to the right after passing through the north end of Royal Parade. The other is standing across the way from the Cawtermaster's Store. The last is close to the Slums trip door. If you don't have these trip doors activated, it's recommended to go and get them first, as this greatly simplifies things.

Because two of the customers are so close to trip doors and you have three minutes, there's little need to worry about time. Teleport to the Slums trip door—the customer is the old lady grimalkin across the room from you. Then teleport to the Cat's Cradle Inn trip door, turn around, and run back towards the entrance to the city. Just after you enter Royal Parade, the next customer will be past some bushes on the right, staring out across the water. Now you just need to run the short distance over to the Cawtermaster in the south east corner of Ding Dong Dell and deliver to the young man standing next to the house across the road. When you are done, return to the Hootenanny. As a reward for your sterling service, you'll get a bonus of 10 Fish Suppers for a job well done (in addition to the 3 listed).



You'll find the flustered mother standing in front of her house just past the innkeeper on the south-west of the road that circles Ding Dong Dell. Dinner is ready, but her children are out playing, so she needs to find them. Evan offers to help track them down.

The children are spread out around Ding Dong Dell; three are hiding, one is running clockwise around the central fountain. You can find all the hiding children by referring to **Positions A, B,** and **C** on the map.





The arrow around Position D on the map marks the path the fourth child takes on their run.

Child D can be encountered anywhere along the marked path. If you have trouble catching him, try running in the opposite direction. When you've found all four children, return to the flustered mother to receive her grateful thanks and a tasty, home-cooked meal.



With her children safe, the flustered mother heads inside for dinner, and rewards you with breakfast!

147 The Bandits are Back...Again!

Recommended Lv. 56

Client Chingis
Start Chapter 9-1, Evermore

Prerequisites Talk to Chingis in Evermore after completing Side Quest 090.

Tyran, the self-styled "Real King of the Heartlands," has sent Evan yet another threatening letter, and this time he seems to really mean business. Apparently, this is his last big battle, but will this really prove to be Evan and Tyran's final showdown?

Objectives

01 Go and speak with the soldier who went to scout things out.
02 Win the Battle!

Rewards

10430 Exp. — G 117500 KG
Shiny Bulwark Brooch x1 ★★★★

Chingis will have yet another letter-arrow for you in Evermore from Tyran, the so called "Reel King". This time he's attacking because... well, because his own home has been taken over by other bandits, so now he's desperate to find a happy place to call his own where he can live in peace—and he plans to take it by force! You need to find the Evermorian scout outside Evermore and talk to him, then complete the Level 51 Skirmish Battle "Tyran's Last Stand." See P.454 for an in-depth guide to this Skirmish Battle. After defeating Tyran in his "final battle", it turns out he's not giving up yet, and threatens to return once again, leaving Evan to wonder if perhaps fighting is all that Tyran has to give his life meaning.

148 Power Dressing

Recommended Lv. 51

Client Trey
Start Chapter 9-1, Evermore

Prerequisites Talk to Trey in Evermore after completing Side Quest 125.

Trey, an industrial designer from Broadleaf, has decided to try his hand at fashion, and is going to design a new battlefield outfit for Bracken. Evan can't wait to see what Trey's going to come up with—but he's going to need to gather some materials for it first.

Objectives

01 Get some Sunset Prisms. (2 required)
02 Give the 2 Sunset Prisms to Trey.
03 Get some Somnium Nuggets. (2 required)
04 Give the 2 Somnium Nuggets to Trey.

Rewards

5010 Exp. — G 67000 KG
Wearable Tech x1

Trey will have an exciting proposition for you when you talk to him in Evermore. Bracken has been bugging him to install miniaturized jets in her robotic leg so she can get more torque when spinning the hammer, but Trey can't get that to work properly or, more importantly, safely. Instead, he's going to make her a powered suit of armor, in the hope she'll be distracted enough to forget about the jets. Evan agrees to help him out by collecting the ingredients he needs.

You'll need two sunset prisms and two somnium nuggets to complete this quest. They're produced in Mining Camps No. 4 and 5. If you are short, both materials can be purchased from the Swift Solutions Taskmaster using Tokens of Gratitude. When you have them, give them to Trey one-by-one (he will ask for the prisms first, then the nuggets) and he'll turn them into a spectacular new powered battlesuit for Bracken, who will be delighted—but she didn't forget about the jets!

149 An Unexpected Windfall

Recommended Lv. 52

Client Price
Start Chapter 9-1, Evermore

Prerequisites Talk to Price in Evermore after completing Side Quest 074.

Price has been making all sorts of deals with Broadleaf Inc., and has heard about a valuable component that fell from one of Zip's airships and landed somewhere in the desert. Unfortunately, he can't be more specific than that, so Evan will just have to head where it's hot and see if he can find it!

Objectives

01 Find the component that was dropped in the desert.
02 Give the Hyperclear Industrial Prism to Price.

Rewards

8180 Exp. — G 84000 KG
Bright Ring x1 ★★★★

Find Price in Evermore and speak to him. A valuable component that was to be used in the perpetual fission reactor has fallen off one of Zip's airships, and they don't really need it anymore, so Price has secured permission for Evermore to salvage it! The only catch is they aren't entirely sure where in the Drylands it is.



Teleport to the Drylands trip door, then circle around to the other side of the rock in the middle of the objective circle to find this sparkling blue light.

This will get you the "Hyperclear Industrial Prism". Return to Evermore and give Trey the rare prism to finish the quest.

150 On Cold Ground

Recommended Lv. 51

Client Lady Trudy
Start Chapter 9–1, Evermore

Prerequisites Talk to Lady Trudy in Evermore after completing Side Quest 003 and Side Quest 139. Requires the kingdom facilities Verdant Farm and Minor Market Garden to be built in Evermore.

Lady Trudy is hard at work in the fields making sure Evermore enjoys another bumper harvest, but she's worried about her fellow farmer Munokhoi. Something seems to be troubling him, but she can't work out what. Time for Evan to investigate!

Objectives
01 Talk to Munokhoi.
02 Find some piping-hot water for Munokhoi.

Rewards
5010 Exp. — G 67000 KG
Arrowhead Carrot x2 ★ ★★★★
Lampkin x2 ★★★★★
Prism Pepper x2 ★★★★



Lady Trudy in Evermore will bring up a problem she's noticed with Munokhoi from Side Quest 004; the dedicated farmer is spending his time staring at his fields instead of tilling them! Evan decides to talk to Munokhoi to work out what is wrong; he'll be somewhere in Evermore. Munokhoi thinks the ground is too cold in the kingdom and wants some piping-hot water to heat it up! You'll need to bring him some simmering wonderwater. You can get it from the Everyday General Store at facility level 4. It's also available from magmagoos in the Drylands, and sometimes other monsters as well.

When you have the jar of simmering wonderwater, bring it back to Munokhoi so he can fix the kingdom's failing fields.

151 Almost Too good to Be True...

Recommended Lv. 54

Client Niall
Start Chapter 9–1, Evermore

Prerequisites Talk to Niall in Evermore.

Niall, Evermore's Minister of Finance, has received a mysterious letter informing him that he's won a prize. His joints are aching too much for him to go and claim it for himself though, so it's up to Evan to do the honors instead.

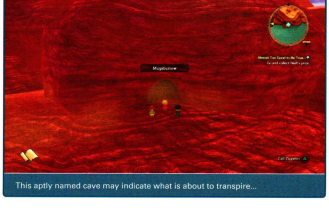
Objectives
01 Go and collect Niall's prize.
02 Defeat the bandits.
03 Talk to Niall in Evermore.

Rewards
8930 Exp. — G 90000 KG
Greenling Garb x1

Niall will be somewhere in Evermore—if you've assigned him to a lumberyard, he'll be standing next to it. He has exciting, but secretive news, summoning Evan and Roland to a secret conference in the throne room. Niall has received a letter with suspiciously bad spelling informing him that he's won a special prize! All he needs to do now is go and collect it. As Roland points out, it's obviously a scam, but Niall wants to make sure, and since he's too old to travel, he asks Evan and friends to go for him.

You need to travel to the Drylands trip door, then summon the Zippelin and head south until you reach the Mugsburrow on the edge of the sea. Enter the cave and proceed to the end, enjoying the deliciously anticipatory letters detailing the wonderful prize that lies within.

Just before you reach the objective circle, stop and prepare yourself for a fight, just in case. Characters with area-of-effect skills would be the safest bet. Then step inside to receive your surprise—a bandit ambush intended for Niall, but the bandits are happy to swap their target to Evan instead. After the battle, return to Niall in Evermore to let him know the sad news of the scam. The reward for this quest includes the Greenling Garb costume for Tani.



This aptly named cave may indicate what is about to transpire...

152 Ding-Dong vs Ding Dong Dell

Recommended Lv. 56

Client Raxel
Start Chapter 9-1, Evermore

Prerequisites Speak with Raxel in Evermore after completing Side Quest 130.

Having sworn to work with Evermore to protect the world, the forces of Ding Dong Dell are keen to hold a mock battle in order to hone their skills. Raxel has warned them that this will be no easy victory, so they're fielding their brightest and best. Will Evan's army be able to win the day?

Objectives
01 Talk to the soldier from Ding Dong Dell in the Rolling Hills.
02 Win the Battle!

Rewards
10430 Exp. — G 117500 KG
Songbook No. 10 x1

Speak to Raxel in Evermore to discover that Raxel has set up a mock battle with Ding Dong Dell's armed forces—and he even warned them they need to bring their best to bear. Teleport to the Rolling Hills and talk to the soldier standing on the path to the Grotty Grotto from Side Quest 001. The Skirmish Standard for the level 46 Skirmish Battle "Joint Exercise: Code Green" will appear nearby. Turn to P.452 for a full rundown on this battle. Note that if you have only been doing Skirmishes when required by the story and side quests, this battle may include enemy forces far stronger than your own. Bolstering your forces and researching Skirmish-related upgrades from the kingdom are highly recommended before entering this battle. If you still have trouble, you may want to raise your level by replaying some easier skirmishes. When you are ready to begin, interact with the Skirmish Standard. After the battle, General Greif is remarkably polite in contrast to his convincingly aggrieved performance in the Skirmish, and the mock battle ends with good relations all round.

153 A Gruff, Gruff Grandad

Recommended Lv. 53

Client Bai Gon
Start Chapter 9-1, Evermore

Prerequisites Talk to Bai Gon in Evermore after completing Side Quest 093.

Bai Gon, a rather intimidating older gentleman, has come to visit his grandson Fai Do, a promising armor maker—but Fai Do is nowhere to be found! Perhaps Evan will be able to track him down and find out what's going on...

Objectives
01 Talk to Fai Do.
02 Talk to Bai Gon.
03 Get 3 clumps of Cuddlywarm Cotton.
04 Give the 3 clumps of Cuddlywarm Cotton to Fai Do.
05 Talk to Bai Gon.
06 Show Fai Do some Warlord's Armor of Grade 8 or higher.

Rewards
6110 Exp. — G 103500 KG
Enigma Prism x3 ★★★★



Unbeknownst to Fai Do, his grandfather is actually quite proud of him.

Bai Gon will be standing outside the Evermore Outfitters. He's looking for his grandson Fai Do, to pick up some armor he requested, but Fai Do has gone missing. You need to find and talk to Fai Do, who will be standing on a bridge near the Explorers Guild. Fai Do is convinced his grandfather is angry with the quality of the armor. Return to Bai Gon, and you'll discover that on the contrary, he was quite happy with the armor, and wanted to commend Fai Do for a job well done. He asks Evan to give Fai Do his glowing recommendation, along with three balls of cuddlywarm cotton, which Fai Do will find personally significant.

The Thriving and Wondrous Bazaar facilities have a chance of producing cuddlywarm cotton at facility level 2. When you have the cotton, return to Fai Do. Fai Do is touched by the meaning of the cotton, and agrees to speak with Bai Gon, but he asks Evan to accompany him. Return to Bai Gon to reunite grandfather and grandson once more.

Now that they are reunited, Bai Gon has one more favor to ask of you. Fai Do could still improve, and to do that, he wants Fai Do to examine some quality 8 warlord's armor.

Warlord's armor can be crafted at the Evermore Outfitters after completing Level 6 Armor Development. The ingredients list for this armor can be found on P.128, but here's a quick reminder.

Warlord's Armor

Ingredient	Source	Facility	Cost
Somnium Nugget	Mining Camp Nos. 4 & 5	Lv. 2	—
	Taskmaster	—	20 ToG
Knight's Brocade	Bountiful Bazaar	Lv. 2	—
	Wondrous Bazaar	Lv. 2	—
	Taskmaster	—	20 ToG
Super-Cool Fur	Hunting Lodge Nos. 4 & 5	Lv. 2	—
	Taskmaster	—	20 ToG
Delicate Wing Bone	Hunting Lodge Nos. 4 & 5	Lv. 2	—
	Taskmaster	—	30 ToG
Inferno Crystal Cluster	Mining Camp Nos. 4 & 5	Lv. 2	—

When you have crafted the quality 8 armor, go ahead and show it to Fai Do. You won't lose the item, so if you don't have a better armor, you can equip it to whichever character you wish. Fai Do will be inspired once more, and vow to continue diligently striving towards improving his craft.

154 Nu Bi's Crisis of Confidence

Recommended Lv. 53

Client Brodie
Start Chapter 9-1, Evermore

Prerequisites Talk to Brodie in Evermore after completing Side Quest 094 and Side Quest 081.

Brodie looks rather forlorn—he's agreed to help Nu Bi in his quest to produce the legendary equipment, but their relationship suddenly seems to have soured. It's up to Evan to find Nu Bi and work out what's going on—a talent like that should be working, not worrying!

Objectives

01 Talk to Nu Bi.
02 Talk to Brodie.
03 Get some clumps of Frostyfluff Cotton. (3 required)
04 Give the 3 clumps of Frostyfluff Cotton to Nu Bi.
05 Talk to Brodie.
06 Show Nu Bi a Radiant Blade of Grade 8 or higher.

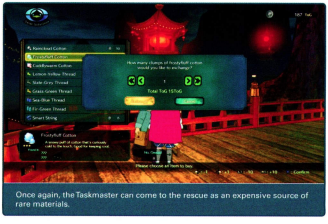
Rewards

6110 Exp. — G 103500 KG
Dream Prism x3 ★★★★

Speak to Brodie in Evermore. He'll explain that he was discussing Nu Bi's weapon-making capabilities with another smith when he realized the subject of their discussion was listening! Now Nu Bi won't talk to Brodie properly anymore. They can't create legendary weapons together if things stay this way, so Evan offers to help sort it out. You need to talk to Nu Bi, located to the left of the Fresh Fish Market.

There you learn that Nu Bi's confidence has been shattered. He overheard Brodie telling another workmate that he can't allow Nu Bi to work on a particular weapon because he is "just a kid." Return to Brodie, who will explain that the reason isn't a low opinion of Nu Bi, it's because the fumes involved in making that weapon are too dangerous for a young dog's sensitive lungs. There's a way to resolve this though: three clumps of frostyfluff cotton could protect Nu Bi from the fumes involved.

Frostyfluff cotton is available from the Bazaar facilities as well as being purchasable from the Swift Solutions Taskmaster for 15 Tokens of Gratitude. Give the clumps to Nu Bi and he will realise his error, returning to make up with Brodie. Now talk to Brodie near the Evermore Weapon Workshop. As part of Nu Bi's continued training, Brodie asks you to show Nu Bi a quality 8 radiant blade.



Once again, the Taskmaster can come to the rescue as an expensive source of rare materials.

Radiant Blade

Ingredient	Source	Facility	Cost
Nocturnium Nugget	Mining Camp No. 4	3	—
	Mining Camp No. 5	2	—
Forest Crystal Cluster	Mining Camp Nos. 2, 3, & 4	3	—
	Mining Camp No. 5	2	—
	Taskmaster	—	15 ToG
Heavenly Wonderwater	Mining Camp No. 4	3	—
	Mining Camp No. 5	2	—
Dream Prism	Mining Camp No. 5	2	—
	Taskmaster	—	50 ToG
Somnium Nugget	Mining Camp No. 4	2	—
	Mining Camp No. 5	2	—
	Taskmaster	—	20 ToG

Radiant blades can be crafted at the Workshop after completing Level 6 Melee Weapon research. The table lists the ingredients required to craft the radiant blade, and where to source them.

After you've crafted the radiant blade at the required quality, give it to Nu Bi to help his training. You won't lose the sword, so you can max out its quality if you like and equip it to one of your characters.

155 Toil and Trouble

Recommended Lv. 51

Client Grisella
Start Chapter 9-1, Evermore

Prerequisites Talk to Grisella in Evermore after completing Side Quest 135.

Grisella, a shaman from Ding Dong Dell, is preparing a special potion, but she's missing one final ingredient. She's unable to leave her cauldron unattended, so it's up to Evan to come up with the goods!

Objectives

01 Get some sets of Delicate Wing Bones. (2 required)
02 Give the 2 sets of Delicate Wing Bones to Grisella.

Rewards

5010 Exp. — G 67000 KG
Songbook No. 28 x1

Talk to Grisella in Evermore. She's close to finishing a very special potion she's been working on, but she's missing a vital ingredient, a delicate wing bone. Such bones can be found from Hunting Lodge 4 and 5 at facility level 2, as well as purchased from the Swift Solutions Taskmaster for 20 Tokens of Gratitude each. Return to Grisella when you have enough to allow her to finish her task—which is making a love potion, although she's coy about which customer she crafted it for!

156 Longing for Lustrous Locks

Recommended Lv. 51

Client Brooke
Start Chapter 9–1, Evermore

Prerequisites Speak with Brook in Evermore after completing Side Quests 103 and 123.

Brooke, a programmer from Broadleaf, is desperate to have hair as shiny and radiant as Yo Ho-Ho. She's convinced that sweet sap is the substance she needs to make it happen. Find some for her and see what effect it has!

Objectives

01 Get some dollops of Sweet Sap. (2 required)
02 Give the 2 dollops of Sweet Sap to Brooke.

Rewards

5010 Exp. — G 67000 KG
Higgledy Help Pendant x1 ★★★ ★★

Speak with Brooke in Evermore. She's envious of Yo Ho-Ho's lovely hair, and try as she might, she just can't get hers to look as good. Brooke is sure that sweet sap would sort out her shocking split ends, so Evan volunteers to secure her some. Sweet sap is available from the Flourishing and Towering Lumberyards at facility level 2, and purchasable from the Swift Solutions Taskmaster for 20 Tokens of Gratitude. Give it to Brooke and she'll realize, after it fails to work, that competing with Yo Ho-Ho isn't something she really needs to do.

157 Wish Upon a Stone

Recommended Lv. 51

Client Klaus
Start Chapter 9–1, Evermore

Prerequisites Talk to Klaus in Evermore after completing Side Quest 129. Requires kingdom facility Hubble-Bubblery to be built.

Klaus has been told of a special substance that is sure to make him a rich and successful merchant—a "flavorsome mineral that has fallen from the heavens above." What's more, it's something that can be dissolved in water. Can Evan work out what this mystery material is and bring some to Klaus?

Objectives

01 Give Klaus "a flavorsome mineral that falls from the heavens above."

Rewards

5010 Exp. — G 67000 KG
Treacle Toffee x1 ★★★★

Find Klaus in Evermore and speak to him; he's just had his fortune read to improve his luck with business, and the fortune-teller told him to find "A flavorsome mineral that falls from the heavens above." The only other clue he has is that it can be dissolved in water. He's a bit stuck, so Evan offers to help. The item you need is a handful of shooting star salt. If you don't have any, you can buy it from the Everyday General Store at facility level 4. Give it to Klaus and he's surprised—he sprinkles salt on his sandwiches every day! He reflects that sometimes what you are looking for is right under your nose, a valuable lesson in business that Klaus intends to pay attention to in the future.

158 Dressed to Kill

Recommended Lv. 51

Client Ritter
Start Chapter 9–5, Evermore

Prerequisites Talk to Ritter in Evermore after completing Side Quest 133.

Ritter the tailor has come up with an idea—he wants to design an outfit for Evan befitting his status as a battle-hardened warrior king. Now it's just a matter of helping him find the right materials...

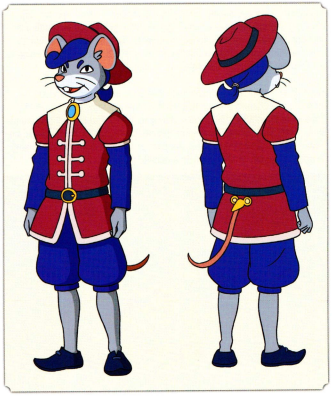
Objectives

01 Get some pieces of Wild Leather. (3 required)
02 Give the 3 pieces of Wild Leather to Ritter.
03 Get some pieces of Stylish String. (2 required)
04 Give the 2 pieces of Stylish String to Ritter.
05 Get some Tranquilium Nuggets. (2 required)
06 Give the 2 Tranquilium Nuggets to Ritter.

Rewards

6800 Exp. — G 104500 KG
Vestments of Victory x1

Ritter can be found in Evermore. He thinks Evan's clothes aren't really appropriate for the amount of fighting he does and wants to design him some that better suit combat. The only problem is, he's lacking the materials. For this quest you'll need three pieces of wild leather, two pieces of stylish string, and two tranquilium nuggets. Your kingdom can produce these at Hunting Lodge, Bazaar, and Mine facilities. If you want a more immediate source, all of them can be purchased at the Swift Solutions Taskmaster for Tokens of Gratitude. When you have all the items, hand them in to Ritter as he asks for them. You'll be rewarded with the "Vestments of Victory" costume for Evan.



159 A Man of Many Names

Recommended Lv. 65

Client Sin-Gul
Start Complete Save, Capstan-upon-Hull

Prerequisites Talk to Sin-Gul in Capstan-upon-Hull after beating the game and reloading a 'complete' save file.

A mysterious man has washed up on the shore in Capstan-upon-Hull, and he seems to have forgotten his own name—or most of it, at least. It's up to Evan to ask around and see if he can fill in the blanks, but it soon becomes clear that it's much, much longer than the average moniker...

Objectives

01 Work out Sin-Gul's full name.

Rewards

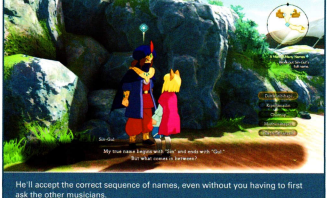
9650 Exp. 3810 G — KG Sin-Gul
Great Sage's Secret x1 ★★★★★

Sin-Gul is standing just inside the entrance to Capstan-upon-Hull. He claims to recognize you, but Evan has no idea who he is. Sin-Gul tries to introduce himself but seems to have forgotten his name, among other things, but he's sure that he knows Evan, so he asks you to help him recover his name. One of the clues he gives you is that he sang songs and became known as a "bard" and that various people throughout the world remember his songs, and thus have a piece of his name.

The following table has the name parts you need to find, and where you find them.

Name Part	Name of Person	Features	Location
Donwaribihapi	Musical Sky Pirate	Purple Dress	Near the Sidewinder Gorge trip door.
Tstakenmayt	Musical Man	—	Goldpaw, left of Inn, on a small bridge.
Haoozbizniss	Musical Girl	Pink Armor	Left side of Kardia Square in Hydropolis.
Sbinawile	Musical Old Fellow	—	Broadleaf, north of Dome Park.
Watsamata	Musical Lady	—	Top-right of Ding Dong Dell.

Sin-Gul's full name is "Sin-Donwaribihapi-Tstaykenmayt-Haoozbiznis-Sbinawile-Watsamata-Gul". Interact with him and pick "Donwaribihapi" then continue in the sequence until you reach "Watsamata". Happy that you've discovered his true name, Sin-Gul then moves to Evermore.



He'll accept the correct sequence of names, even without you having to first ask the other musicians.

160 Dekkah's Grand Tour

Recommended Lv. 68

Client Dekkah
Start Complete Save, Rolling Hills, near Cloudcoil Canyon

Prerequisites Speak with Dekkah in the Rolling Hills.

Dekkah, a mysterious young man who has been seen near Ding Dong Dell, claims to be able to sense the flow of energy through the land, and is adamant that the end of the world is nigh. It's a desperate situation, and the only thing that will make it better is...a steak dinner!?

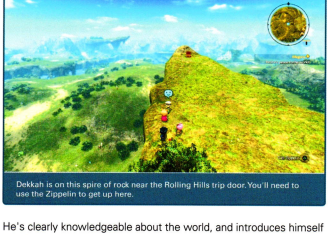
Objectives

01 Get a Steak Dinner. (1 required)
02 Give the Steak Dinner to Dekkah.
03 Seek out Dekkah, wherever he may be.
04 Get a plate of Lucky Lobster. (1 required)
05 Give the plate of Lucky Lobster to Dekkah.
06 Seek out Dekkah, wherever he may be.
07 Get a bowl of Hydropolitan Stew. (1 required)
08 Give the bowl of Hydropolitan Stew to Dekkah.
09 Seek out Dekkah, wherever he may be.
10 Get an Executive Steak. (1 required)
11 Give the Executive Steak to Dekkah.
12 Seek out Dekkah, wherever he may be.
13 Get a Gooey Curry. (1 required)
14 Give the Gooey Curry to Dekkah.

Rewards

10550 Exp. 7580 G — KG Dekkah
Devil's Trumpets x1 ★★★★★
How the Ancients Ate Cookbook is acquired after finishing Objective 12.

Dekkah is in an unusual position compared to most Side Quest clients. He's in the Rolling Hills, and you'll see his quest marker if you check the in-game map.



Dekkah is on this spire of rock near the Rolling Hills trip door. You'll need to use the Zippelin to get up here.

He's clearly knowledgeable about the world, and introduces himself as a "geomancer", a person who can sense the flow of energy in the land. The rage of a Kingmaker disturbs this flow, so Dekkah sensed Oakenheart's rampage—and all the other Kingmakers too! Convinced the world is about to end and there's nothing that can be done about it, all he wants is to eat one last steak dinner…

Before you continue this quest, it's recommended to check your inventory for four of the five different foods that Dekkah is going to ask you for as he tours the world seeking various last suppers. If you don't have them, here is the easiest place to find them all.

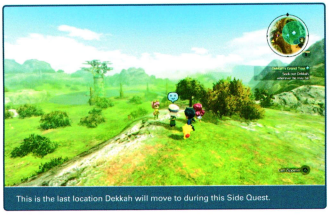
Food	Vendor	City	Cost
Steak Dinner	Hootique	Ding Dong Dell	3000G
Lucky Lobster	Sweet Saffron Tea House	Goldpaw	3400G
Hydropolitan Stew	Taverna Akheilos	Hydropolis	1300G
Executive Steak	Pepper's Pop-up Beanery	Broadleaf	4000G

You can craft all of these at Tasty's Cookshop, but some require the completion of previous Side Quests to get the required cookbooks (you can see the requirements in the Tasty's Cookshop table on P.152). The last food, gooey curry, can only be crafted at Tasty's Cookshop after you have completed Objective 12. Dekkah will then give you the "How the Ancients Ate" cookbook required to craft it; you'll need to hand in the other four first.

When you have the first one in the list, return to Dekkah and interact with him to hand it over. He tucks in, then gives you some advice you already know, before walking off. Lofty is disgusted and thinks he's a scam artist, but Evan is intrigued, and decides to follow him. You now need to find him as he moves to each of the four kingdoms throughout the world, giving him the next food as he asks each time.

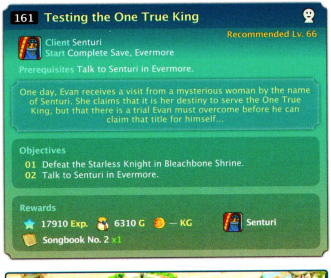
The first place Dekkah travels to is east of the Calmlands trip door outside Goldpaw, across the small land bridge in the south-east corner of the objective circle. This time he wants Goldpaw's lucky lobster, so hand it over and listen to him snack upon it merrily. Then he moves to Makronos Island, and can be found standing north of Coral Cave, on a higher platform overlooking the sea. The Zippelin is the easiest way to get to him after using the Makronos Island trip door; he's standing at the northernmost point of the objective circle. Give him the hydropolitan stew when he asks, and he'll travel to Broadleaf.

You'll now find Dekkah on the cliff face just to the east of Powder Keg Cavern. Taking the Junkyard Mire trip door then using the Zippelin to reach the cliffs in the western side of the objective circle is the easiest way to get to him. Hand him the executive steak when he asks for it, and he'll dispense another "morsel of wisdom", as he terms his part of the food-for-talking exchange. When he leaves this time he doesn't mention where he's going, but you'll find him just south of your current position, in the northern part of the Drylands, face down on a rock you need the Zippelin to access. This time he gives you the "How the Ancients Ate" recipe book, which will allow Floyd to craft the gooey curry he asks for at Tasty's Cookshop back in Evermore, so teleport back there and speak to Floyd.


This is the last location Dekkah will move to during this Side Quest.

The gooey curry requires Floyd to be at Cookery level 8, and the meat ingredients require advanced Ranch facilities. You can find everything you need to know about Tasty's Cookshop on P.152, including how to level up Floyd so you can craft it. The ingredients required include: mellowfat peas, middling meat, and chunky meat: you can buy all three from the Everyday General Store. Lardons can be found at the Chirpy Ranch at facility level 3 and the Raucous Ranch at facility level 2. Melt-in-the-mouth meat is produced at the Raucous Ranch at facility level 3.

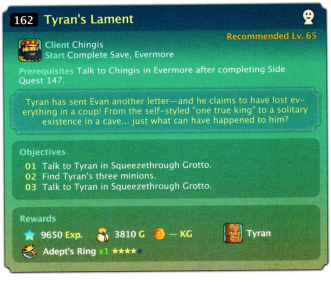
Once you've crafted the gooey gurry, return to Dekkah and hand it to him. With the curry ingested, he will offer to join the kingdom to pay off his debt to you. Evan accepts, but not before Lofty warns Dekkah that he can't expect to sit around ordering free meals—he needs to work! Appropriately, Dekkah has the "Ex-ten-sive Insight" skill, which allows him to boost any resource-gathering facility.




Senturi will always be in this location when this quest is available, just before the kingdom exit.

Senturi is in your kingdom, near the Bountiful Bazaar. A minstrel whose destiny is to serve the One True King prophesied to unite the world—but she doesn't think Evan deserves that title just yet. She proposes a test of his singular royalness: defeat the Starless Knight, a level 66 Tainted Monster that resides in Bleachbone Shrine. You can find a full guide to defeating the Starless Knight on P.552.

Bleachbone Shrine is outside the Drylands, on a cliff facing the sea, and needs the Zippelin to access. Once inside, you'll find the Starless Knight at the bottom of the cave. Be warned, this Tainted Monster can be quite difficult at this quest's recommended level, so be sure you are thoroughly prepared. When you're ready, interact with the purple aura to start the fight. Afterwards, return to Senturi in Evermore, who will be delighted to serve as minstrel to the proven "One True King".

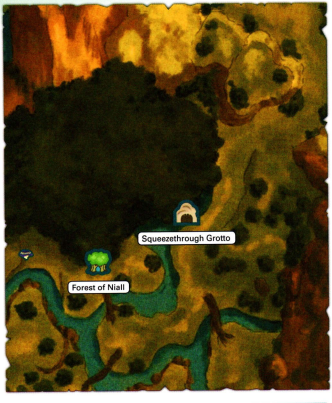


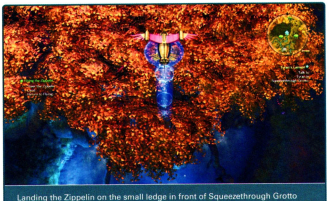
Chingis has another letter for you from Tyran…but this one was delivered by bird, not arrow. Tyran has lost it all in a coup. He asks you to come talk to him in Squeezethrough Grotto near the Forest of Niall.

Squeezethrough Grotto is the giant cave under the waterfall visible to the right of the Forest of Niall entrance, and the Wiggly Way is the closest trip door. Using the Zippelin is the easiest way to access the cave, and there's a small ledge underneath you can land on through the branches of the tree, though you can take the ship up from the sea and follow the river to get there if you don't mind taking the scenic route.

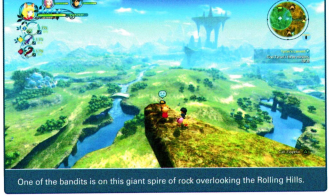
Head inside to talk to Tyran. He's slowly come to realize that the one true king, the one who deserves to live in the Heartlands, isn't him, it's Evan. Evan invites him to Evermore, as well as all Tyran's bandit friends. First though, Evan must find Tyran's old chums who left after Side Quest 147.

The general location of each of Tyran's minions is marked on your in-game map. Take the nearest trip door to each, then jump in your Zippelin and use the following screenshots for reference.





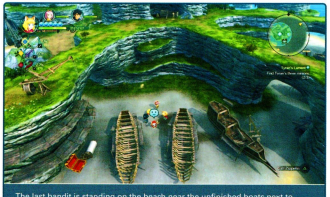
Landing the Zippelin on the small ledge in front of Squeezethrough Grotto requires you to position it so the landing reticle passes through the branches of the tree.



One of the bandits is on this giant spire of rock overlooking the Rolling Hills.



The next bandit is staring out to the sea on the east side of the Drylands.



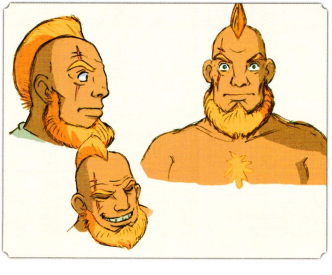
The last bandit is standing on the beach near the unfinished boats next to Capstan-upon-Hull.

After you've found all three, return to Tyran in Squeezethrough Grotto, and Tyran's Terrors will join your army, along with Tyran himself as a citizen.



Wisdom of the Kingmaker

Flip, mun! If you've been followin' the guide, Tyran by yur'll be the last citizen you need to recruit! Time to level up youer kingdom to maximum snaz-ziness!



163 Kingdom of Crystal Seas

Recommended Lv. 69

Client Environmental Inspector
Start Complete Save, Kardia Square, Hydropolis

Prerequisites Talk to the Environmental Inspector at Kardia Square in Hydropolis.

The kingdom of Hydropolis is famed for its beautiful, crystal-clear oceans. A researcher from Broadleaf has come to investigate how the water remains so pure in order to help him learn something that might help him deal with the pollution that's contaminating Sequoia Valley.

Objectives

01 Give the environmental inspector the three water samples you've taken.
02 Find some especially cold water from the shade of a rock on an island east of Makronos.
03 Defeat the enemy.
04 Give Seawater Sample D to the Environmental Inspector.

Rewards

15190 Exp. 5650 G — KG
Hydropolitan King's Robes x1

The environmental inspector is closest to the Kardia Square trip door in Hydropolis. If you're coming from the direction of the trip door there are some crates hiding him that you'll have to walk around. He came to Hydropolis to finish critical research that will help save Sequoia Valley, but he doesn't have the manpower to complete all the tasks that need doing. The inspector would like you to track down three special water samples around Hydropolis.

The water samples are in the south west corner of Hydropolis. There's an objective marker poking out of the water for each one, so they're hard to miss. Walk over to the objective marker then press ⊗ to snap up the sample. Pick them all up then return to the environmental inspector. The samples have a fascinating level of purity, but he needs a control sample, and the only place to get that is filled with hostile monsters, so he can't go. Your next objective is the small island that the Tainted Monster Dampo was located on in Side Quest 053. It's north east of Hydropolis. If you've defeated Dampo already, the area will be clear. A cutscene will start immediately upon landing on the island. A level 69 jolly jelly will appear, and your objective will change to defeating it.

A jolly jelly is like a regular stellar jelly, and it's still weak against Wind attacks. A character with upgraded Spark Spike can make short work of it, but any character you've built to have strong ranged attacks can defeat it in relative safety. Melee characters will find it a little more difficult, as it has a damaging close-range attack that can hit multiple times in an area around it. If you go with melee, be sure you have healing items in case you need them. After you've defeated the jolly jelly, you'll receive Water Sample D. Return it to the environmental inspector in Kardia Square, so he can finish his research and accelerate Broadleaf's restoration.

164 A Tall Order

Recommended Lv. 68

Client Easy-Going Servant
Start Complete Save, Ding Dong Dell

Prerequisites Speak to the Easy-Going Servant south west of the Hootique in Ding Dong Dell.

A maid who works in a mansion in Ding Dong Dell is troubled by an order that her master has given her. He wants her to fetch him a rare flower that only grows in frozen wintry wastelands. It's an impossible request for a maid, but she would like to help her young master nonetheless. Time for Evan to step in!

Objectives
01 Look for a Tundra Rose in Jack Frost's Playground.
02 Give the Tundra Rose to the Easy-Going Servant.

Rewards
18990 Exp. 6740 G — KG
Songbook No. 26 x1

South-west of the Hootique in Ding Dong Dell you will find the easy-going servant. The young but devoted maid has been tasked with picking a tundra rose from Jack Frost's Playground for her very young master. Considering the immense danger involved, Evan offers to pick it for her instead.

Your target for this mission is the level 68 Tainted Monster Ziggy, located north east of the Coldera. See P553 for a detailed guide on this Tainted Monster. When you are ready, start the fight by interacting with the purple aura. Afterwards, take the tundra rose back to the easy-going servant in Ding Dong Dell.

165 A Higgledy and a Half

Recommended Lv. 67

Client Da Xing
Start Complete Save, Evermore

Prerequisites Speak with Da Xing in Evermore after completing Side Quest 091 and Side Quest 095. Requires kingdom level 3 or more.

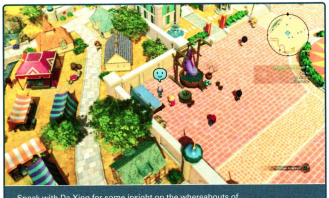
The newborn higgledess are running wild—apparently, a legendary higgledy has come to Evermore, and they're all off looking for him! He's supposed to bring joy and prosperity, but is it all too good to be true? Time to track down the baby higgledies scattered across the kingdom and see what they have to say!

Objectives
01 Find the 5 newborn Higgledies in Evermore.
02 Talk to Da Xing in Evermore.
03 Look for the "legendary Higgledy" in Forest of Niall.

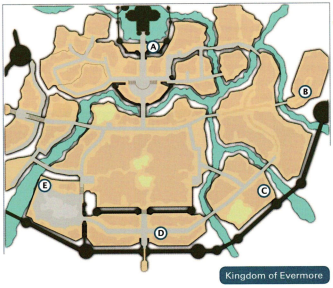
Rewards
15380 Exp. — G 153500 KG
Wizard King's Secret x1 ★★★★★

The Higgledies have gotten lost again, so Da Xing has a task for you. He's overheard the Higgledies talking about a legendary Higgledy who is coming to visit, and all the newborn Higgledies have scattered around the kingdom trying to find him. Evan needs to hunt them all down.

The Higgledies are shown at **Positions A** to **E** on the map. Track them all down in any order and interact with them, then return to Da Xing. He'll explain that the newborns saw the legendary Higgledy, but were too intimidated to ask him to stay, so he's moved on to the Forest of Niall. The closest trip door to your target is the Hard Woods trip door in the Forest of Niall. Bring up the in-game map and you'll see the target location. The Higgledy you need to find is in the south west corner of the objective circle, on the small island with the Red Chest. Talk to Mome the Magnificent and Evan will persuade him to move to Evermore.



Speak with Da Xing for some insight on the whereabouts of Mome the Magnificent.



Kingdom of Evermore



Mome the Magnificent is a tough customer, but Evan manages to win him over.

166 A Blossoming Art Career

Recommended Lv. 66

Client Hipponoe
Start Complete Save, Evermore

Prerequisites Talk to Hipponoe after completing Side Quest 099.

Hipponoe the artist was once painfully shy, but has blossomed since moving to Evermore. She's now keen to make paintings that will resonate even more strongly with her audience, but to do so, she'll need a flower known as an opal huebloom...

Objectives
01 Get an Opal Huebloom.
02 Give the Opal Huebloom to Hipponoe.

Rewards
8960 Exp. — G 148000 KG
Phoenix Tear x1 ★★★★★

Track down Hipponoe in your kingdom to start this quest. She's been making great progress as an artist, and her career is really taking off. People are coming from far and wide to buy her work. She asks Evan for a favor. There's a special rainbow-colored flower in the world called an opal huebloom—she'd love to see it! Evan agrees to help track it down for Hipponoe.

This drops in the Faraway Forest Cave, the Dreamer's Maze that unlocks after you gain the "Enhanced Dreamer's Door Key" from completing Side Quest 002. Turn to P642 for more information on Dreamer's Doors. When you have found an opal huebloom, hand it in to Hipponoe so she can get even greater artistic inspiration from its varied hues.

167 Legend of the Bright Bellies

Recommended Lv. 68

Client Furnest
Start Complete Save, Evermore

Prerequisites Speak with Furnest after completing Side Quest 107.

Furnest, one of Evermore's most popular authors, is looking for inspiration for his new book. He's heard about something called the "Legend of the Bright Bellies," which seems to come from a long-lost kingdom, and is keen to find out more. Can Evan help him with his investigations?

Objectives
01 Find Furnest some evidence of the Legend of the Bright Bellies.

Rewards
10550 Exp. — G 210000 KG
Sovereign Soreaway Sweet x1 ★★★★★

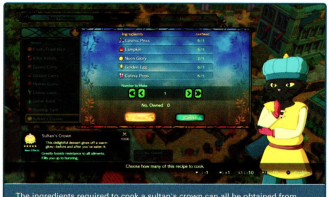
You'll need to talk to Furnest in Evermore. He's just finished his novel and is looking for inspiration to start a new one. He's thinking of writing a book about ancient legends, and a particularly interesting one called "The Legend of the Bright Bellies" has caught his attention. To help him out, you'll need to find some evidence from a "long-lost kingdom".

You need to create the sultan's crown food at Tasty's Cookshop and give it to Furnest—its description indicates that it continues glowing even after being eaten.

Floyd can craft this Cookery level 10 recipe after you've received the "How the Ancients Ate" cookbook from Side Quest 160. The table lists all the ingredients required for the sultan's crown and the easiest places to find them. See P92 for details on how to raise Floyd's Cookery level.

	Ingredient	Source	Facility
	**Cosmic Peas**	Fertile and Flourishing Farm	Lv. 3
		Full-Fledged Farm	Lv. 2
	**Lampkin**	Full-Fledged Farm	Lv. 3
	**Noon Glory**	Massive Market Garden	Lv. 3
	**Golden Egg**	Raucous Ranch	Lv. 3
	**Cutesy Pops**	Branching and Spreading Lumberyards	Lv. 3
		Flourishing Lumberyard	Lv. 2
		Towering Lumberyard	—

When you've given the sultan's crown to Furnest, he's happy that the mystery behind the legend has been solved—and resolves to frequent Tasty's Cookshop more often in the future, in the hopes of getting his own "bright belly".



The ingredients required to cook a sultan's crown can all be obtained from your facilities, so get cooking!



168 Currying Favor

Recommended Lv. 68

Client Norbert
Start Complete Save, Evermore

Prerequisites Talk to Norbert after completing Side Quest 128.

Norbert, the aspiring historian from Ding Dong Dell, has developed something of a fixation with curry. He's keen to taste a dish known as "gloopy curry" in particular, which is said to have been the staple food of a long-lost civilization. Will Evan be able to find him some, or has the recipe been lost forever?

Objectives
01 Get a Gloopy Curriy.
02 Give the Gloopy Curry to Norbert.

Rewards
10550 Exp. — G 210000 KG
Songbook No. 17 x1

Talk to Norbert in Evermore to learn that he has been researching fine dishes throughout the world. He asks you to find him some "gloopy curry", the staple food of an ancient kingdom he's only heard of in legend. This Cookery level 7 food is another job for Floyd using the "How the Ancients Ate" cookbook you received from Side Quest 160. The ingredients required are brazen beans, coy carp, wriggly eel, seasilk, and granddad's chair. The first four can be purchased at the Everyday General Store at facility level 3. The places you can get the grandad's chair material are explained as part of the guide for Side Quest 95 on P.361. You may need to raise Floyd's cookery level by crafting other items, so refer to P.152 for more details. After you've crafted the gloopy curry, return it to Norbert, who is a little put off by its…vigorous viscosity, but resolves to eat it anyway in the name of academic rigor!

169 Sap for Zapper

Recommended Lv. 66

Client Alexis
Start Complete Save, Alexis

Prerequisites Speak with Alexis after completing Side Quest 127.

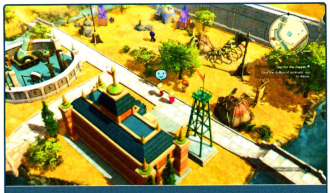
Alexis, a police officer originally from Broadleaf, is keen to get hold of some aromatic sap. It's been recommended to her by someone she works out with at the gym. Evan agrees to go and fetch some for her, but he's not quite sure what she means to use it for…

Objectives
01 Get 2 dollops of Aromatic Sap.
02 Give the 2 dollops of Aromatic Sap to Alexis.

Rewards
8960 Exp. — G 148000 KG
Supreme Sixth Censer x1 ★★★★★

Start by talking to Alexis in Evermore. She needs aromatic sap to help her work out at the gym, but she didn't know who to ask. The Towering Lumberyard at facility level 3 can produce aromatic sap; now would be a good time to upgrade or build it if you haven't done so already. You'll have several citizens capable of increasing its productivity, so you can add them all and feel free to do something else while you wait for your kingdom to complete this quest for you!

When you have the sap, hand it in to Alexis. Evan is a little curious as to exactly what she's going to do with it, but as it turns out she's going to use it to polish up her Bl-Azer Pistol, being a firm believer in preventative maintenance.



Alexis will now have the most polished pistol in town.

170 The Divine Silence

Recommended Lv. 64

Client Fai Do and Nu Bi
Start Complete Save, Evermore

Prerequisites Talk to either Fai Do or Nu Bi in Evermore after completing Side Quest 153 and Side Quest 154.

Fai Do and Nu Bi have been working hard to try and earn the right to recreate the legendary equipment of Goldpawian myth. Evan's keen to learn how it can be done, but it seems he'll have to beat a snow-dwelling creature called Snickersnarl before he can find out…

Objectives
01 Head to Jack Frost's Playground and take on Snickersnarl.
02 Talk to Fai Do in Evermore.

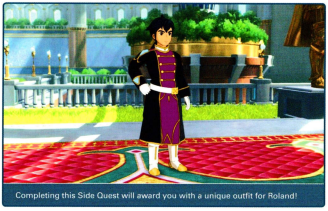
Rewards
16830 Exp. — G 183000 KG
Songbook No. 6 x1
Suscitanium Nugget x1 ★★★★★
Moonrise Thread x1 ★★★★★
Adds two new pieces of equipment to Evermore Outfitters and six new pieces of equipment to Evermore Weapon Workshop.

Speak to either Fai Do or Nu Bi in Evermore. They're standing very close to the Evermore trip door, in between the Outfitters and the Weapon Workshop. They have important news—they're ready to try to create the legendary equipment they've been working towards! To recreate the ancient Goldpawian equipment known as the divine silence, Evan will need to hunt down the great wolf, Snickersnarl, to prove he has the right to claim the legendary secrets it holds. Snickernarl is a level 64 Tainted Monster, so turn to P.550 for an in-depth guide. The great wolf is located in the south-west corner of Jack Frost's Playground. When you are ready, interact with the purple aura surrounding Snickersnarl to start the fight. After defeating Snickersnarl you'll receive the legendary equipment plans. Return it to Nu Bi and Fai Do in Evermore. They were a little eager to gather the required ingredients themselves, and have some left over, so you'll receive some from them: they can be used for six new weapons and two new armors that have now unlocked in the Evermore Outfitters and Evermore Weapon Workshop.

Sidequests 171–175

Wisdom of the Kingmaker

I've had a blimmin' fantastic idea—fancy new outfits for everyone! These next five quests'll bag you some proper snazzy duds for all youer pals, and now youer kingdom is up and runnin', gettin' most o' the materials should be a doddle! It en't all gonna be plain sailin', though—there's a couple o' bits and bobs we need from beyond that Dreamer's Door in the Faraway Forest! Proper savage in there, it is!



Completing this Side Quest will award you with a unique outfit for Roland!

171 A Costume Fit for a Consul

Recommended Lv. 75

Client Grimm
Start Complete Save, Evermore

Prerequisites Talk to Grimm in Evermore after completing Side Quest 132. Requires kingdom level 4.

Lofty's decided that Evan's closest friends and advisors need some new outfits. Grimm's agreed to take care of preparing Roland's, so now it's up to Evan to fetch him the materials he needs to make a costume fit for a chief consul.

Objectives

01 Get 5 pieces of Rook's Brocade.
02 Give the 5 pieces of Rook's Brocade to Grimm.
03 Get 3 pieces of Snazzy String.
04 Give the 3 pieces of Snazzy String to Grimm.
05 Get 2 spools of Moonrise Thread.
06 Give the 2 spools of Moonrise Thread to Grimm.

Rewards

12000 Exp. — G 195000 KG
Chief Consul's Coat x1

Ingredient	Amount	Source	Facility
Rook's Brocade	5	Bountiful Bazaar	Lv. 3
		Wondrous Bazaar	Lv. 2
Snazzy String	3	Bountiful Bazaar	Lv. 2
		Wondrous Bazaar	Lv. 2
Moonrise Thread	2	Faraway Forest Cave	—
		Dreamers Door	—

172 Pretty as a Princess!

Recommended Lv. 75

Client Halimede
Start Complete Save, Evermore

Prerequisites Talk to Halimede in Evermore after completing Side Quest 70. Requires kingdom level 4.

Lofty's decided that all of Evan's friends need new outfits to match their newfound status, and Halimede, a beautician from Hydropolis, has volunteered to design Tani's. She's going to need a little help finding all the necessary materials, though...

Objectives

01 Get 5 pieces of Flowing Fur.
02 Give the 5 pieces of Flowing Fur to Halimede.
03 Get 3 pieces of Queen's Brocade.
04 Give the 3 pieces of Queen's Brocade to Halimede.
05 Get 3 pieces of Celestial Silk.
06 Give the 3 pieces of Celestial Silk to Halimede.

Rewards

12000 Exp. — G 195000 KG
Queen's Gown x1

Ingredient	Amount	Source	Facility	Cost
Flowing Fur	5	Hunting Lodge Nos. 2 & 3	Lv. 3	—
		Hunting Lodge Nos. 4 & 5	Lv. 1	—
		Taskmaster	—	15 ToG
Queen's Brocade	3	Wondrous Bazaar	Lv. 3	—
Celestial Silk	3	Faraway Forest Cave	—	—
		Dreamers Door	—	—

173 Classy Cloud Snake Clobber

Recommended Lv. 75

Client Jared
Start Complete Save, Evermore

Prerequisites Talk to Jared in Evermore after completing Side Quest 126. Requires kingdom level 4.

Lofty's decided that all of Evan's friends need new outfits to match their newfound status, and the task of tailoring Batu's has fallen to Jared, one of the Cloud Snake's greatest admirers. Now it's up to Evan to find the materials needed to make it.

Objectives
01 Get 5 pieces of Savage Leather.
02 Give the 5 pieces of Savage Leather to Jared.
03 Get 3 pieces of Classic Cord.
04 Give the 3 pieces of Classic Cord to Jared.
05 Get 2 Champion's Buttons.
06 Give the 2 Champion's Buttons to Jared.

Rewards
12000 Exp. — G 195000 KG
Commander's Clobber x1

Ingredient	Amount	Source	Facility
Savage Leather	5	Hunting Lodge No. 4	Lv. 3
		Hunting Lodge No. 5	Lv. 2
Classic Cord	3	Faraway Forest Cave	—
		Dreamers Door	—
Champion's Button	2	Faraway Forest Cave	—
		Dreamers Door	—

174 Jazzing Up the Junior Consul

Recommended Lv. 75

Client Kent
Start Complete Save, Evermore

Prerequisites Talk to Kent in Evermore after completing Side Quest 075. Requires kingdom level 4.

Lofty's decided that Evan's closest friends and advisors need some new outfits. Kent's agreed to take care of preparing Leander's, and has asked Evan to fetch him the necessary materials. Gather the stuff he needs to find out what kind of costume he has in mind!

Objectives
01 Get 5 pieces of Knight's Brocade.
02 Give the 5 pieces of Knight's Brocade to Kent.
03 Get 3 pieces of Sparkly Leather.
04 Give the 3 pieces of Sparkly Leather to Kent.
05 Get 2 pieces of Sumptuous String.
06 Give the 2 pieces of Sumptuous String to Kent.

Rewards
12000 Exp. — G 195000 KG
Junior Consul's Clothes x1

Ingredient	Amount	Source	Facility	Cost
Knight's Brocade	5	Bountiful Bazaar	Lv. 2	—
		Wondrous Bazaar	Lv. 2	—
		Taskmaster	—	20 ToG
Sparkly Leather	3	Hunting Lodge No. 5	Lv. 3	—
Sumptuous String	2	Faraway Forest Cave	—	—
		Dreamers Door	—	—

175 Outfit Upgrade for Bracken

Recommended Lv. 75

Client Andrew
Start Complete Save, Evermore

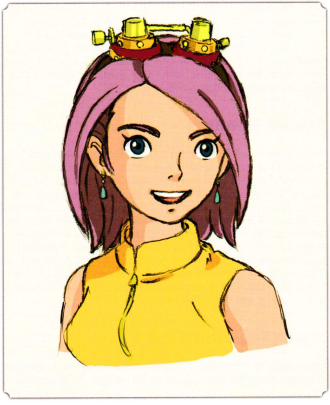
Prerequisites Talk to Andrew in Evermore after completing Side Quest 076. Requires kingdom level 4.

Lofty's decided that all of Evan's friends need new outfits to match their newfound status, and the task of tailoring Bracken's has fallen to Andy, a rather cheeky robot. Now it's up to Evan to find the materials he needs in order to give Bracken an all-new, super high-tech look!

Objectives
01 Get 5 pieces of Footman's Brocade.
02 Give the 5 pieces of Footman's Brocade to Andrew.
03 Get 3 spools of Night-White Thread.
04 Give the 3 spools of Night-White Thread to Andrew.
05 Get 2 Suscitanium Nuggets.
06 Give the 2 Suscitanium Nuggets to Andrew.

Rewards
12000 Exp. — G 195000 KG
Ingenious Outfit x1

Ingredient	Amount	Source	Facility	Cost
Footman's Brocade	5	Bountiful Bazaar	Lv. 2	—
		Wondrous Bazaar	Lv. 2	—
		Taskmaster	—	20 ToG
Night-White Thread	5	Bountiful Bazaar	Lv. 2	—
		Wondrous Bazaar	Lv. 2	—
Suscitanium Nuggets	2	Faraway Forest Cave	—	—
		Dreamers Door	—	—



The Swift Solutions Taskmaster

From Chapter 4-4 onwards, fans of the original Ni no Kuni will spot a familiar face near Goldpaw's Lucky Stars Casino. Although many years have elapsed since the events of the first game, the family line of the Taskmaster (and by extension their synonymous profession) withstood the passage of time, in order to diligently aid another generation of adventurers! Swift Solutions has now become a wandering establishment, meaning that no matter which nation you visit, the endearingly scruffy Taskmaster will be waiting for you at a specific location. Here we'll break down everything about this endearing errand-broker.



Errands

Dealing with Swift Solutions is simple: you approach the man with the magnificent beard, and he presents you with a list of available Errands in the "Take on Tasks" menu. Commissioned by people all over the world in need of assistance, these tasks cover a small variety of recurring objective types. Some clients will ask for monsters to be slain, whereas others are in search of particular items. While there are only two main categories of Errand—which we will conveniently divide into separate tables—hundreds of individual tasks fall within them!

Tokens of Gratitude

After selecting and completing an Errand, you'll need to inform the Taskmaster that the job is done through the "Report Completed Tasks" menu. Once the job is done you will be rewarded for your efforts, and one of the primary rewards are Tokens of Gratitude. This currency is unique to the Taskmaster's business, and it can be used to purchase certain items he has for offer, or as a brokerage fee for arranging meetings with potential citizens.

Errand Rewards

Working out the potential reward for an Errand may seem complicated at first, but it's actually quite simple. There are too many variations of Errands for us to list the exact reward for each of them, but thankfully once you know how the rewards are calculated, the system is easy to follow. Each Errand awards you with a set amount of Guilders (G), Experience (EXP) and Tokens of Gratitude (ToG) upon completion, and that amount is calculated by the type and number of items or monsters involved in the Errand. As an example, each blossomwheat that you're asked for will give you 17G, 9EXP and 5ToG, and in the Errand "Loafing Around" you may be asked to find four of each. Your total reward for completion of that particular Errand would be: 68G, 36EXP and 20ToG.

Managing your Tasks

When focusing on Errands, try to strike a balance when choosing new ones. Since the Taskmaster's list only displays a maximum of 12 entries, it's tempting to always go for those of the highest value. Contrary to what you might think, this could easily be a mistake!

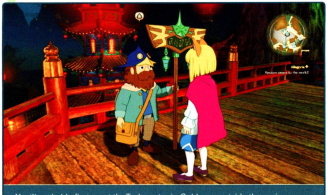
New Errands do not immediately replace any task you've taken on, because it takes time for clients to reach out to the Taskmaster with new requests, and you can only have 12 Errands active at any one time. Knowing that these constraints exist, it's best to avoid accepting everything willy-nilly, only to subsequently cancel an on-going Errand you may not be ready to complete yet, for a variety of reasons, such as materials being unavailable to you, equipment being too expensive to purchase, or monsters being difficult to find.

Which Errands show up in the Taskmaster's list is largely random, so if you acquire one and cancel it, there's no telling when exactly the Taskmaster will offer it anew. It also takes around 10 minutes for the Taskmaster's list to refresh with new Errands. In other words: exercise some caution in which Errand you select to stop yourself from accidentally wasting a lucrative one. Thanks to Errands endlessly being alternated, there's no reason to ignore those with a low pay-out either. Every little bit counts, after all!

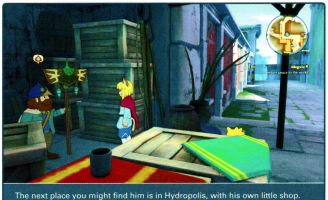
Wisdom of the Kingmaker

What with all the travelin' about the place we do, youer guaranteed to be killin' or collectin' stuff that'll be useful for completin' errands. So be sure to have a few on the books all the time—that way you can see what youer workin' towards, and when to head back to town for a Token-of-Gratitude-collectin' bonanza!

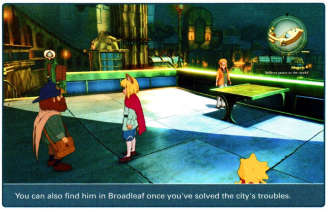
Taskmaster Locations



You'll probably first meet the Taskmaster in Goldpaw, outside the casino.



The next place you might find him is in Hydropolis, with his own little shop.



You can also find him in Broadleaf once you've solved the city's troubles.



His last place of business is Ding Dong Dell, once they've joined the Union.

Scouting New Citizens

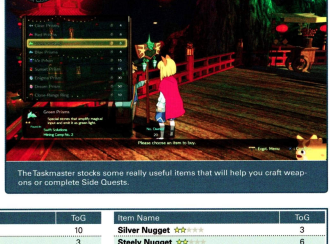
Tokens of Gratitude allow you to "purchase" the details of new citizens seeking residence in Evermore that the Taskmaster has come into contact with. Within the "Trade Tokens of Gratitude" option you'll find the "Scout New Citizens" menu, where you'll be able to pay a fixed fee in Tokens of Gratitude to obtain a Side Quest that will always lead to a citizen moving to Evermore. Since the Taskmaster has already made most of the arrangements, all that's required to complete these quests is to simply go and talk to the relevant person. As you progress through the Main Story and meet other requirements, more and more quests will get added to this list, allowing you to quickly and easily increase your citizen tally. If you wish to see the full details for each of these quests, please refer to the Side Quest Almanac, starting on P318.

Scout New Citizens

No.	Side Quest Name	ToG	Prerequisites	Page
013	Yung Mein, the Trainee Guard	10	Reach Chapter 4-4	324
018	Chi Pi, the Master Carpenter	8	Reach Chapter 4-5	326
019	Ah Chu, the Caring Blacksmith	8	Reach Chapter 4-5	326
020	Yu Kan, the Kind Teacher	11	Reach Chapter 4-5	326
021	Fitch, the Friendly Blacksmith	5	Reach Chapter 4-5	327
043	Filippos, the Novice Hunter	30	Reach Chapter 6-1	338
045	Glaucus, the Ambitious Angler	14	Reach Chapter 6-1 & Complete Side Quest 057	339
046	Theumas, the Suave Sorcerer	29	Reach Chapter 6-1	339
047	Peleus, the Amiable Armorer	32	Reach Chapter 6-1	339
049	Proteus, the Gloomy Jeweler	20	Reach Chapter 6-1	340
050	Triton, the Honest Scholar	22	Reach Chapter 6-1	340
052	Helena, the Hearty Hunter	24	Reach Chapter 6-1	341
054	Hansel, the Fanciful Gardener	16	Reach Chapter 6-1	342
069	Daphne, Glaucus's Biggest Fan	18	Reach Chapter 7-1 & Complete Side Quest 045	348
077	Kimmy, the Cool-Headed Cop	21	Reach Chapter 7-1 & Complete Side Quest 078	352
079	Candy, the Spirit-Seeker	27	Reach Chapter 7-1	353
095	Da Xing, the Haughty Herbalist	23	Reach Chapter 8-1 & Complete his 3 Unique Errands	361
096	Yip-Yip, the Master Tailor	33	Reach Chapter 8-1 & Complete Side Quest 006	362
100	Sybilla, the Decisive Diver	25	Reach Chapter 8-1 & Complete Side Quest 045	363
101	Drew, the Capable Cop	28	Reach Chapter 8-1 & Complete Side Quest 078	363
102	Eli, the Dapper Designer	40	Reach Chapter 8-1	364
104	Briana, Bold Weapon Designer	26	Reach Chapter 8-1 & Complete Side Quest 089	364
105	Francine, the Impresario	36	Reach Chapter 8-1	364
126	Jared, the Elite Officer	34	Reach Chapter 9-1 & Complete Side Quest 086	376
127	Alexis, the Hard-Nosed Cop	51	Reach Chapter 9-1	376
128	Norbert, the Future Historian	41	Reach Chapter 9-1	377
129	Klaus, the Master Merchant	43	Reach Chapter 9-1	377
135	The Misunderstood Magician	45	Reach Chapter 9-1	380
136	Kitty, the Bubbly Baker	37	Reach Chapter 9-1	381
139	Lady Trudy, Charming Farmer	47	Reach Chapter 9-1	382

Swapping ToG for Items

In addition to the Scout New Citizens quests there are a multitude of items you can exchange Tokens of Gratitude for. The Taskmaster's network is vast and wide so he's able to procure rare and valuable materials and equipment, and then offer them to you for a reasonable price. While you'll need to ensure you're diligent with the completion of Errands to make full use of this feature, the fact is that you can often obtain items from the Taskmaster before you could get them any other way. Being able to make a direct purchase is often a lot simpler than any other means of getting some of these items, especially in the volume that you may need for upgrading equipment or spells. Some quests also require you to obtain rare materials, and the Taskmaster should always be one of your first stops when looking for such things.



The Taskmaster stocks some really useful items that will help you craft weapons or complete Side Quests.

Swap for Items

Item Name	ToG
Clear Prisms	4
Red Prisms	8
Green Prisms	8
Blue Prisms	8
Close-Range Ring	10
Long-Range Ring	10
Mage's Ring	10
Burning Ring	20
Dripping Ring	20
Breezy Ring	20
Bright Ring	20
Dingy Ring	20
Hearty Pendant	10
Baby Buckler	10
Magic Muffler	10
Bumgusset Pendant	20
Dripguard Pendant	20
Breezeguard Pendant	20
Brightguard Pendant	20
Dingeguard Pendant	20
Toxaway Pendant	20
Antifreeze Pendant	20
Wide-Awake Charm	20
Poised Pendant	20
Nixaway Necklace	20
Heavy-Duty Cloth	3
Quality Cloth	6

Item Name	ToG
Cool Cloth	10
Comfy Cloth	3
Cozy Cloth	6
Fluffy Cloth	10
Hardwearing Wool	3
Snuggly Wool	6
Lovely Wool	10
Dark and Scaly Leather	3
Dark and Stormy Leather	6
Knobbly Leather	10
Fierce Fur	3
Fearless Fur	6
Fine Fur	10
Greenglade Cotton	3
Cloudhaze Cotton	6
Raincloud Cotton	10
Lemon-Yellow Thread	3
Slate-Grey Thread	6
Grass-Green Thread	10
Smart String	6
Pretty Ribbon	6
Bright Button	3
Bully Bud Cotton	6
Spring Bloom Button	10
Ruby Huebloom	3
Sapphire Huebloom	6
Citrine Huebloom	10

Item Name	ToG
Silver Nugget	3
Steely Nugget	6
Gold Nugget	10
Crimson Crystal	3
Milky Crystal	6
Dark Crystal	10
Solid Lumber	3
Coarse-Grained Lumber	6
Fine-Grained Lumber	10
Grassy Sap	3
Sour Sap	6
Scented Sap	10
Sturdy Bone	3
Spiky Bone	6
Twisty Bone	10
Polyparrot Feather	3
Candy-Owl Feather	6
Cloud Crow Feather	10
Waveskipper Shell	3
Waveskater Shell	6
Whirlpool Shell	10
Briar Coral	3
Pincushion Coral	6
Jade Coral	10
Babbling Wonderwater	3
Oasis Wonderwater	6
Simmering Wonderwater	10

Item Name	ToG	Prerequisites
Ice Prism	15	Chapter 6-1
Sunset Prism	15	Chapter 6-1
Shiny Close-Range Ring	100	Chapter 7-1
Shiny Long-Range Ring	100	Chapter 7-1
Shiny Mage's Ring	100	Chapter 7-1
Blazing Ring	150	Chapter 7-1
Sopping Ring	150	Chapter 7-1
Blustery Ring	150	Chapter 7-1
Blinding Ring	150	Chapter 7-1
Pitch-Dark Ring	150	Chapter 7-1
Shiny Hearty Pendant	100	Chapter 7-1
Shiny Baby Buckler	100	Chapter 7-1
Shiny Magic Muffler	100	Chapter 7-1
Blazeguard Pendant	150	Chapter 7-1
Sopguard Pendant	150	Chapter 7-1
Blusterguard Pendant	150	Chapter 7-1
Blindguard Pendant	150	Chapter 7-1
Pitchguard Pendant	150	Chapter 7-1
Turbo Toxaway Pendant	150	Chapter 7-1
Awesome Antifreeze Pendant	150	Chapter 7-1
Wider-Awake Charm	150	Chapter 7-1
Perfectly Poised Pendant	150	Chapter 7-1

Item Name	ToG	Prerequisites
Next-Level Nixaway Necklace	150	Chapter 7-1
Seraphic Silk	15	Chapter 7-1
Spectral Silk	20	Chapter 7-1
Footman's Brocade	15	Chapter 7-1
Knight's Brocade	20	Chapter 7-1
Ponderwool	15	Chapter 7-1
Witch's Wool	20	Chapter 7-1
Gnarly Leather	15	Chapter 7-1
Wild Leather	20	Chapter 7-1
Flowing Fur	15	Chapter 7-1
Super-Cool Fur	20	Chapter 7-1
Frostyfluff Cotton	15	Chapter 7-1
Cuddlywarm Cotton	20	Chapter 7-1
Sea-Blue Thread	15	Chapter 7-1
Fir-Green Thread	20	Chapter 7-1
Stylish String	20	Chapter 7-1
Chic Ribbon	20	Chapter 7-1
Summer Meadow Button	15	Chapter 7-1
Autumn Haze Button	20	Chapter 7-1
Amethyst Huebloom	15	Chapter 7-1
Smoky Quartz Huebloom	20	Chapter 7-1
Tranquillium Nugget	15	Chapter 7-1

Swap for Items		
Item Name	ToG	Prerequisites
Somnium Nugget ★★★★★	20	Chapter 7-1
Forest Crystal Cluster ★★★★★	15	Chapter 7-1
Inferno Crystal Cluster ★★★★★	20	Chapter 7-1
Jolly Lumber ★★★★★	15	Chapter 7-1
Grumpy Lumber ★★★★★	20	Chapter 7-1
Scentless Sap ★★★★★	15	Chapter 7-1
Sweet Sap ★★★★★	20	Chapter 7-1
Giant Ribcage ★★★★★	15	Chapter 7-1
Delicate Wing Bones ★★★★★	20	Chapter 7-1
Slumbergull Feather ★★★★★	15	Chapter 7-1
Arrowhawk Feather ★★★★★	20	Chapter 7-1
Maelstrom Shell ★★★★★	15	Chapter 7-1
Littlehorn Shell ★★★★★	20	Chapter 7-1
Amber Coral ★★★★★	15	Chapter 7-1
Hosepipe Coral ★★★★★	20	Chapter 7-1
Shivering Wonderwater ★★★★★	15	Chapter 7-1
Hellish Wonderwater ★★★★★	20	Chapter 7-1
Enigma Prism ★★★★★	30	Chapter 8-1
Dream Prism ★★★★★	50	Chapter 8-1
Nightmare Prism ★★★★★	70	Completed Game Save
Polestar Prism ★★★★★	100	Completed Game Save
Radiant Close-Range Ring ★★★★★	300	Completed Game Save
Radiant Long-Range Ring ★★★★★	300	Completed Game Save
Radiant Mage's Ring ★★★★★	300	Completed Game Save
Radiant Hearty Pendant ★★★★★	300	Completed Game Save
Radiant Baby Buckler ★★★★★	300	Completed Game Save
Radiant Magic Mufflar ★★★★★	300	Completed Game Save

Unique Errands

While most Errands are similar in terms of structure, there are two particular exceptions to the rule. There are two citizens who are so closely linked to the Taskmaster that you will need to complete a pair of unique Errand chains (consisting of three Errands each) in order to make their recruitment quests show up in the "Scout New Citizens" menu. As you complete each Errand in the chain, the next will get added to the potential Errands that can be added to the Taskmaster's list once you reach the required chapter in the Main Story.

The chain beginning with the Errand "Peas Please Me" will eventually lead you to the traveling author Furnest, and "A Request from the Pressed" leads to the herbalist Da Xing. Thankfully, that particular Errand is guaranteed to be present when you first meet the Taskmaster. These Errands also have fixed requirements, unlike traditional ones, so once you know which items you'll need, you can plan ahead and make sure you have some once you've progressed enough to unlock the subsequent Errands. It's also important to make sure that if you see one of these Errands in the list that you pick it up and don't abandon it, since you never know when it'll show up again.

A Request from the Pressed

Unlocked Chapter 4–4

An apothecary over in Goldpaw is too busy to go out looking for herbs and such, and has asked if someone might be able to do some foraging for him. You'll be able to rustle this little lot up in no time, I'm sure.

Required Consumables	Range	★	💰	🪙
Soreaway ★★★★★	10	4 Exp.	12 G	1

Is He Still Busy?

Unlocked Chapter 6–1 & **Completion of "A Request from the Pressed" Errand**

That apothecary over in Goldpaw is making a medicine designed to, err...how best to put this...purge the digestive tract. Apparently, he needs some poisonous mushrooms. Fancy that, eh? Turning poison into medicine—he must really know his business!

Required Consumables	Range	★	💰	🪙
Toadstool ★★★★★	3	3 Exp.	7 G	1

Peas Please Me

Unlocked Chapter 7–1

A certain celebrated writer has sent me this rhyme: "Somewhere in this world, exists a bean or pea, That brings to mind the endless starry skies. I must not be denied—pray, please bring it to me, I shall not rest till it's before my eyes!"

Required Consumables	Range	★	💰	🪙
Cosmic Peas ★★★★★	1	32 Exp.	33 G	13

The Pharmacist Insists

Unlocked Chapter 8–1 & **Completion of "Is He Still Busy?" Errand**

I've had another request from the apothecary over in Goldpaw. He's after a certain rare mushroom called a "grandad's chair," of all things. Apparently, it's used in all kinds of high-end medicines. Anyway, he thinks you're the only adventurer out there equipped to find it, so you'd better get on the case!

Required Consumables	Range	★	💰	🪙
Grandad's Chair ★★★★★	1	13 Exp.	22 G	8

What Cotton?

Unlocked Chapter 8–1 & **Completion of "Peas Please Me" Errand**

A certain celebrated writer has sent me this rhyme: "Some cottons keep you warm, Some keep you cool, I'm told, But I'd love to see the curious kind, That leaves one feeling cold!" He's a wanderer, apparently. And a big fan of yours.

Required Consumables	Range	★	💰	🪙
Frostyfluff Cotton ★★★★★	1	20 Exp.	27 G	9

Sickening for Silk

Unlocked Chapter 9–1 & **Completion of "What Cotton?" Errand**

A certain celebrated writer has sent me this rhyme: "That eerie, spooky silk, or something of its ilk, Would please me very much, were I to feel its touch!" He tells me he's going to knock the wandering on the head soon and settle down in his hometown. He says he's looking forward to seeing you there.

Required Consumables	Range	★	💰	🪙
Spectral Silk ★★★★★	1	32 Exp.	33 G	13

Item Errands

These Errands are strictly focused on item-related tasks, including not only a wealth of materials, but also consumables and equipment. You can acquire the necessary items in any way you deem fit. The most important thing to pay attention to with these Errands when you're going to pick one up, is that they show you if you have the required items to complete them, which allows you to easily acquire and complete them straight away. Doing so frees up more space for new Errands to be added to the list, and you can continue the cycle.

Consumable Errands

A Dicey Dish

No unlock requirement

Seems the local obsession with fortune-telling in Goldpaw extends to the food, too. There's a man at the casino who eats "lucky vegetables" every day—apparently it was written in the stars that doing so would help him to win big. Do you have any lucky-seeming veggies to spare?

Required Consumables	Range			
Arrowhead Carrot ★☆☆☆☆	3–5	4 Exp.	10 G	2
Classic Cabbage ★☆☆☆☆	3–5	4 Exp.	10 G	2
Beaubergine ★★☆☆☆	3–5	20 Exp.	27 G	9
Crybaby Onion ★☆☆☆☆	3–5	3 Exp.	7 G	1

A Wing and a Prayer

No unlock requirement

It goes without saying that if you want to be a sky pirate, you'd better be a dab hand at piloting a sky-skimmer. The only way to learn is to practice, of course, and accidents are commonplace. This particular errand calls for materials with which to make charms to keep rookie sky pirates safe.

Required Consumables	Range			
Fledgling Feather ★☆☆☆☆	3–5	3 Exp.	7 G	1
Waddleduck Feather ★☆☆☆☆	3–5	4 Exp.	10 G	2
Polyparrot Feather ★★☆☆☆	3–5	6 Exp.	13 G	4
Candy-Owl Feather ★★☆☆☆	3–5	9 Exp.	17 G	5
Cloud Crow Feather ★★★☆☆	3–5	13 Exp.	22 G	8

Air Fare

No unlock requirement

This one's from the sky pirates of Cloudcoil Canyon. Seems they often get hungry on their long journeys, and they're after a light bite that they won't have to stop flying to eat. Do you have anything that might fit the bill?

Required Consumables	Range			
Freshly Baked Bread ★☆☆☆☆	3–5	3 Exp.	10 G	1
Sardine Sandwich ★☆☆☆☆	3–5	3 Exp.	10 G	1
Dice Dumplings ★★☆☆☆	3–5	7 Exp.	18 G	3
Double-Down Dumplings ★★☆☆☆	3–5	10 Exp.	23 G	8
Shot-O-Salad ★★★☆☆	3–5	24 Exp.	37 G	4
Bona Fide Fried Game ★☆☆☆☆	3–5	5 Exp.	14 G	8

All Mouth

No unlock requirement

There's a young man in Goldpaw who's a real aficionado of old bones, and he's looking for a toothsome new addition to his collection. Think you can find a nice, solid jawbone that'll fit the bill?

Required Consumables	Range			
Base Bone ★☆☆☆☆	3–5	3 Exp.	7 G	1
Flat Bone ★☆☆☆☆	3–5	4 Exp.	10 G	2
Sturdy Bone ★★☆☆☆	3–5	6 Exp.	13 G	4
Spiky Bone ★★☆☆☆	3–5	9 Exp.	17 G	5
Twisty Bone ★★★☆☆	3–5	13 Exp.	22 G	8

All Potatoes and No Meat

No unlock requirement

It's been getting harder and harder to hunt with all these monsters on the rampage, which has left us with a shortage of fresh meat—and a surfeit of picky eaters who can't do without it! Can you help keep the supplies coming through?

Required Consumables	Range			
Gamey Meat ★★★★★	3–5	75 Exp.	47 G	19
Lean Meat ★☆☆☆☆	3–5	4 Exp.	10 G	2
Bony Bits ★★☆☆☆	3–5	4 Exp.	10 G	2
Middling Meat ★★☆☆☆	3–5	6 Exp.	13 G	4
Tender Tripe ★★★☆☆	3–5	13 Exp.	22 G	8

Dicey Business

No unlock requirement

Ever since the dodgy dice incident in Goldpaw, clockwork gadgets have been all the rage, and there's no shortage of craftsmen hungry for more business. Do you think you can supply some wood from which they can carve a cunning contraption or two?

Required Consumables	Range			
Lightweight Lumber ★☆☆☆☆	3–5	3 Exp.	7 G	1
Lumpen Lumber ★☆☆☆☆	3–5	4 Exp.	10 G	2
Solid Lumber ★★☆☆☆	3–5	6 Exp.	13 G	4
Coarse-Grained Lumber ★★☆☆☆	3–5	9 Exp.	17 G	5
Fine-Grained Lumber ★★★☆☆	3–5	13 Exp.	22 G	8

Dreamweaver

No unlock requirement

This one comes from a young tailor in Goldpaw. Seems he's been working hard to build the shop of his dreams, slaving away at his master's studio during the day, and burning the midnight oil making his own designs at home. Fancy helping him out with any useful new fabrics you might have?

Required Consumables	Range			
Sackcloth ★☆☆☆☆	3–5	4 Exp.	10 G	2
Heavy-Duty Cloth ★★☆☆☆	3–5	6 Exp.	13 G	4
Stonewashed Cloth ★☆☆☆☆	3–5	4 Exp.	10 G	2
Comfy Cloth ★★☆☆☆	3–5	6 Exp.	13 G	4
Coral-Pink Thread ★☆☆☆☆	3–5	4 Exp.	10 G	2

Family Ties

No unlock requirement

There's a young lady in Goldpaw who wants to make a good luck charm to keep her dad safe on his travels, but she's worried he might lose it and run into danger as a result. That's where you come in—can you find some cord that doesn't break easily to tie it on with?

Required Consumables	Range			
Simple String ★☆☆☆☆	3–5	3 Exp.	7 G	1
Smart String ★★☆☆☆	3–5	6 Exp.	13 G	4
Coarse Cord ★☆☆☆☆	3–5	3 Exp.	7 G	1
Pretty Ribbon ★★☆☆☆	3–5	6 Exp.	13 G	4

Flower Power

No unlock requirement

There's a mansion out in a green and pleasant region that has quite a splendid garden, and this request comes from the head gardener himself. He says that despite the natural splendor of the area, it could still do with a few colorful flowers to bring it to life. Do you have any to share?

Required Consumables	Range	★		
Ruby Huebloom ★★★★★	3–5	6 Exp.	13 G	4
Sapphire Huebloom ★★★★★	3–5	6 Exp.	13 G	4
Citrine Huebloom ★★★★★	3–5	6 Exp.	13 G	4
Coral Huebloom ★★★★★	3–5	6 Exp.	13 G	4
Smoky Quartz Huebloom ★★★★★	3–5	20 Exp.	27 G	9

Get Milk

No unlock requirement

This one's from a young pup in Goldpaw, who tells us he wants to be taller. Fortunately, he's not asking for us to take matters into our own hands and stretch him out—he only wants a good supply of milk to grow big and strong on. Hopefully he doesn't try to drink it all at once.

Required Consumables	Range	★		
Fresh Milk ★★★★★	3–5	6 Exp.	13 G	4
Whole Milk ★★★★★	3–5	20 Exp.	27 G	9

Goody New Shoes

No unlock requirement

We've had a request for some leather from an upmarket shoemaker in Goldpaw. He's asking for quite a lot, but rest assured that the reward will more than make up for the work involved!

Required Consumables	Range	★		
Shoe Leather ★★★★★	3–5	4 Exp.	10 G	2
Dark and Scaly Leather ★★★★★	3–5	6 Exp.	13 G	4
Dark and Stormy Leather ★★★★★	3–5	9 Exp.	17 G	5
Knobbly Leather ★★★★★	3–5	13 Exp.	22 G	8
Gnarly Leather ★★★★★	3–5	20 Exp.	27 G	9

Haute Dog Cuisine

No unlock requirement

I hear that the dinner tables of well-off families in Goldpaw are often graced by a local dish that features plenty of minced meat and lashings of chilli oil. Our client this time wants to whip up a big feast, but is short on the meat to make the main course.

Required Consumables	Range	★		
Lean Meat ★★★★★	3–5	4 Exp.	10 G	2
Middling Meat ★★★★★	3–5	6 Exp.	13 G	4
Bony Bits ★★★★★	3–5	4 Exp.	10 G	2
Brawny Meat ★★★★★	3–5	20 Exp.	27 G	9
Mystery Meat ★★★★★	3–5	20 Exp.	27 G	9

Keen for Beans

No unlock requirement

There's an old lady in Goldpaw who's after some beans to make her grandpup's favorite dish. She's been particularly keen to stress that only the freshest, most high-quality produce will do—no also-runners or has-beans allowed! Do you have anything that might fit the bill?

Required Consumables	Range	★		
Mellowfat Peas ★★★★★	3–5	3 Exp.	7 G	1
Brazen Beans ★★★★★	3–5	6 Exp.	13 G	4
Yaht Peas ★★★★★	3–5	6 Exp.	13 G	4
Cosmic Peas ★★★★★	3–5	32 Exp.	33 G	13

Mess from Above

No unlock requirement

When sky pirates take their little ones up on sky-skimmer rides, they wrap them up tight in super-secure nappies to keep things from... coming loose. These essential items are always in demand, so so they've sent us a request to stock up on the materials for making them.

Required Consumables	Range	★		
Plain Cloth ★★★★★	3–5	3 Exp.	7 G	1
Snow-White Thread ★★★★★	3–5	3 Exp.	7 G	1
Rough Cloth ★★★★★	3–5	3 Exp.	7 G	1
Wild Wool ★★★★★	3–5	3 Exp.	7 G	1
Lambkin Cotton ★★★★★	3–5	3 Exp.	7 G	1

Number One with a Bullet

No unlock requirement

Here's an urgent request...from a bag shop! They pride themselves on how tough their merchandise is, and it just so happens that one of their customers' bags recently saved his life when it caught a stray bullet! The story spread, and now business is booming, so they need supplies!

Required Consumables	Range	★		
Shabby Leather ★★★★★	3–5	3 Exp.	7 G	1
Simple String ★★★★★	3–5	3 Exp.	7 G	1
Coarse Cord ★★★★★	3–5	3 Exp.	7 G	1
Shaggy Fur ★★★★★	3–5	3 Exp.	7 G	1
Humble Button ★★★★★	3–5	3 Exp.	7 G	1

Painting the Town Red

No unlock requirement

This errand's from a lady in Goldpaw who's something of a trendsetter. She's after the materials for a set of bright red clothes so that she can make her mark on the local fashion scene. Specifically, she wants things that are naturally this color—do you have anything suitably ruby-hued?

Required Consumables	Range	★		
Spritefire Silk ★★★★★	3–5	48 Exp.	39 G	14
King's Brocade ★★★★★	3–5	115 Exp.	55 G	20
Hardwearing Wool ★★★★★	3–5	6 Exp.	13 G	4
Rugged Fur ★★★★★	3–5	4 Exp.	10 G	2
Stylish String ★★★★★	3–5	20 Exp.	27 G	9

Prismism

No unlock requirement

There's a wealthy man in Goldpaw who's become completely obsessed with prisms...and has been buying them up wherever he can find them. He's sent us a request for help with his collection—if you find any prisms, we'll send them his way!

Required Consumables	Range	★		
Red Prisms ★★★★★	3–5	6 Exp.	13 G	4
Green Prisms ★★★★★	3–5	6 Exp.	13 G	4
Blue Prisms ★★★★★	3–5	6 Exp.	13 G	4
Ice Prism ★★★★★	3–5	20 Exp.	27 G	9
Sunset Prism ★★★★★	3–5	20 Exp.	27 G	9

Putting the Gold in Goldpaw

No unlock requirement

Did you know we count a prestigious goldsmith in Goldpaw among our regulars? This errand's from them. Fear not—they may be one of our biggest customers, but the errand's only a simple request for about as much ore as an adventurer might stumble across on his daily travels.

Required Consumables	Range	★		
Iron Nugget ★★★★★	3–5	3 Exp.	7 G	1
Copper Nugget ★★★★★	3–5	4 Exp.	10 G	2
Silver Nugget ★★★★★	3–5	6 Exp.	13 G	4
Gold Nugget ★★★★★	3–5	13 Exp.	22 G	8
Steely Nugget ★★★★★	3–5	9 Exp.	17 G	5

Smart as a Button

No unlock requirement

There's a young boy who's absolutely bonkers about buttons, and he's looking for a perfect specimen that no one else has ever seen before. But don't worry, it shouldn't be too hard—he says that even buttons of the same kind can have minute differences. See what you can find.

Required Consumables	Range	★	G	
Just-Right Button ★☆☆☆☆	3–5	4 Exp.	10 G	2
Bright Button ★★☆☆☆	3–5	6 Exp.	13 G	4
Bully Button ★★☆☆☆	3–5	9 Exp.	17 G	5
Spring Bloom Button ★★★☆☆	3–5	13 Exp.	22 G	8
Autumn Haze Button ★★★★☆	3–5	32 Exp.	33 G	13

Sweet Deal

No unlock requirement

This errand comes from a little girl in a small village. Seems she's got quite the sweet tooth, and loves making her own treats in the kitchen, but she's running short on ingredients. Can you rustle up anything she might be able to use?

Required Consumables	Range	★	G	
Jazz Egg ★★☆☆☆	3–5	6 Exp.	13 G	4
Good Egg ★☆☆☆☆	3–5	3 Exp.	7 G	1
Dinky Eggs ★☆☆☆☆	3–5	4 Exp.	10 G	2
Runny Honey ★★☆☆☆	3–5	4 Exp.	10 G	2

Sweet Pups

No unlock requirement

In Goldpaw, they say that a dog who doesn't lick his chops at the sight of spicy food is no dog at all. Which makes this errand unusual—it comes from a bashful group of dogs who want to eat something sweet for a change.

Required Consumables	Range	★	G	
Frothy Coffee ★★☆☆☆	3–5	7 Exp.	18 G	8
Pile o' Pancakes ★★★★☆	3–5	40 Exp.	46 G	8
Get-Up-and-Gonuts ★★☆☆☆	3–5	10 Exp.	23 G	8
Big Cheese Cake ★★★★☆	3–5	61 Exp.	54 G	15

The Feather Duster

No unlock requirement

There's a sorcerer in charge of cleaning at the Library who has an unusual technique—he delicately lifts a feather up into the air to gently dust the books on the shelves one by one. Unfortunately, his trusty plume is now covered in filth, so he's after a replacement.

Required Consumables	Range	★	G	
Fledgling Feather ★☆☆☆☆	3–5	3 Exp.	7 G	1
Waddleduck Feather ★☆☆☆☆	3–5	4 Exp.	10 G	2
Polyparrot Feather ★★☆☆☆	3–5	6 Exp.	13 G	4
Candy-Owl Feather ★★☆☆☆	3–5	9 Exp.	17 G	5
Cloud Crow Feather ★★★☆☆	3–5	13 Exp.	22 G	8

A Meal from the Mountains

Unlocked Chapter 5–1

There's a cooking competition being held to see what's better: Food from the highlands, or food from the seaside. This request's for a fresh delivery of ingredients one can find in the mountains. It's from a cook who's adamant that highland food can't be beaten!

Required Consumables	Range	★	G	
Wonder Wheat ★★★★☆	3–5	32 Exp.	33 G	13
Melt-in-the-Mouth Meat ★★★★★	3–5	75 Exp.	47 G	19
Bluesky Buttontops ★★☆☆☆	3–5	9 Exp.	17 G	5
Beanstalk Giant ★★★★☆	3–5	48 Exp.	39 G	14
Prism Pepper ★★★★☆	3–5	32 Exp.	33 G	13

A Medium Rarity

Unlocked Chapter 5–1

This one comes from a shaman who's after some wonderwater for a ritual to appease the spirits. And apparently, the spirits are quite particular when it comes to wonderwater. Here's what she's asking for—do be sure to get the right kind, won't you?

Required Consumables	Range	★	G	
Fresh Wonderwater ★☆☆☆☆	3–5	3 Exp.	7 G	1
Holy Wonderwater ★☆☆☆☆	3–5	4 Exp.	10 G	2
Babbling Wonderwater ★★☆☆☆	3–5	6 Exp.	13 G	4
Blissful Wonderwater ★★★★★	3–5	75 Exp.	47 G	19
Enlightened Wonderwater ★★★★★	3–5	115 Exp.	55 G	20

A Taste for Danger

Unlocked Chapter 5–1

This one's from an eccentric cook who wants to try working with something that's terrifying to even look at, much less eat. No doubt about it— this man has absolute faith in his cooking talents. I just hope he doesn't end up eating something he'll regret...

Required Consumables	Range	★	G	
Blimpfish ★★★★☆	3–5	32 Exp.	33 G	13
Egg Shell ★★★☆☆	3–5	20 Exp.	27 G	9
Toadstool ★☆☆☆☆	3–5	3 Exp.	7 G	1

A Thorny Issue

Unlocked Chapter 5–1

Do you believe in lucky charms? Some people say trinkets with thorns on them help keep the baddies at bay. It's an old superstition, but a lot of people still stick to it. If you have anything that can be used to make a prickly charm, would you mind sharing it?

Required Consumables	Range	★	G	
Thorngerine ★☆☆☆☆	3–5	4 Exp.	10 G	2
Wee Urchins ★★★★★	3–5	75 Exp.	47 G	19
Fierce Fur ★★☆☆☆	3–5	6 Exp.	13 G	4
Spiky Bone ★★☆☆☆	3–5	9 Exp.	17 G	5
Fearless Fur ★★☆☆☆	3–5	9 Exp.	17 G	5

A Watertight Ship

Unlocked Chapter 5–1

When the shipwrights of Capstan-upon-Hull finish off a new boat, they coat the bottom of the ship with great dollops of pitch made from tree resin to keep it watertight. If you can get hold of some resin to top up their supply, it'll help them a great deal in keeping production ticking along.

Required Consumables	Range	★	G	
Crude Sap ★☆☆☆☆	3–5	3 Exp.	7 G	1
Earthy Sap ★☆☆☆☆	3–5	4 Exp.	10 G	2
Grassy Sap ★★☆☆☆	3–5	6 Exp.	13 G	4
Sour Sap ★★☆☆☆	3–5	9 Exp.	17 G	5
Scented Sap ★★★☆☆	3–5	13 Exp.	22 G	8

Clothes to Dye For

Unlocked Chapter 5–1

There's a tailor who goes out foraging for hueblooms every day to make dye to color his clothes with. It's hard work, though, and so he's asked us for some help. No need to clear a whole field of flowers, mind—we don't want to run out of them one day!

Required Consumables	Range	★	G	
Coral Hueblooom ★☆☆☆☆	3–5	6 Exp.	13 G	4
Diamond Hueblooom ★★★★☆	3–5	48 Exp.	39 G	14
Emerald Hueblooom ★☆☆☆☆	3–5	6 Exp.	13 G	4
Citrine Hueblooom ★☆☆☆☆	3–5	6 Exp.	13 G	4
Amethyst Hueblooom ★★★☆☆	3–5	20 Exp.	27 G	9

Forever Young

Unlocked Chapter 5-1

This request comes from a lady who's after something for her complexion that will help her remain forever young and beautiful. I don't think we can guarantee "forever," but perhaps we can find something that can help for the time being, at least...

Required Consumables	Range	★		
Seasilk ★★☆☆☆	3-5	4 Exp.	10 G	2
Swayweed ★☆☆☆☆	3-5	4 Exp.	10 G	2
Better Butter ★★★☆☆	3-5	20 Exp.	27 G	9
Quadruple Cream ★★★☆☆	3-5	20 Exp.	27 G	9
Scrumptious Yogurt ★★★☆☆	3-5	20 Exp.	27 G	9

Fruit for All Occasions

Unlocked Chapter 5-1

We often get asked to make deliveries of fruit. People ask for all kinds. Juicy treats for small celebrations, healthy gifts to cheer up the unwell, you name it... But we've been asked for so many, the warehouse is running a bit low. Do you have any you could spare?

Required Consumables	Range	★		
Blushing Peach ★★★☆☆	3-5	20 Exp.	27 G	9
Swirly Apple ★☆☆☆☆	3-5	3 Exp.	7 G	1
Bananza ★☆☆☆☆	3-5	4 Exp.	10 G	2
Rhino Pineapple ★★★★☆	3-5	32 Exp.	33 G	13
Noon Glory ★★★★☆	3-5	48 Exp.	39 G	14

Have You Gotten the Cotton?

Unlocked Chapter 5-1

This request comes from a blanket-maker who's after some fluffy cotton for her work. Let me tell you, she's no ordinary seamstress--her blankets are the softest in the world, and snuggling up in them feels like a dream. Can you find the kind of cotton she's after?

Required Consumables	Range	★		
Gloaming Cotton ★☆☆☆☆	3-5	4 Exp.	10 G	2
Greenglade Cotton ★★☆☆☆	3-5	6 Exp.	13 G	4
Raincloud Cotton ★★★☆☆	3-5	13 Exp.	22 G	8
Cuddlywarm Cotton ★★★★☆	3-5	32 Exp.	33 G	13
Tinkletune Cotton ★★★★★	3-5	115 Exp.	55 G	20

Just What the Doctor Ordered

Unlocked Chapter 5-1

There's an old tailor the kids call the Teddy Doctor. He's been fixing their toys and dolls for free, but recently, he's put his back out and can't go out to get the materials he needs. Can you help him?

Required Consumables	Range	★		
Heartwarming Wool ★☆☆☆☆	3-5	4 Exp.	10 G	2
Snuggly Wool ★★☆☆☆	3-5	9 Exp.	17 G	5
Lovely Wool ★★★☆☆	3-5	13 Exp.	22 G	8
Ponderwool ★★★☆☆	3-5	20 Exp.	27 G	9
Pure Wool ★★★★☆	3-5	48 Exp.	39 G	14

Kept in the Dark

Unlocked Chapter 5-1

This errand comes from a timid young boy who likes to grow mushrooms. He's too shy to go outside, so he's asking if someone can gather some fresh ones for him to add to his collection.

Required Consumables	Range	★		
Mock Toadstool ★☆☆☆☆	3-5	3 Exp.	7 G	1
Cobbler's Nails ★☆☆☆☆	3-5	4 Exp.	10 G	2
Gunkshrooms ★☆☆☆☆	3-5	4 Exp.	10 G	2
Cutesy Pops ★★★☆☆	3-5	20 Exp.	27 G	9
Moonbeam Mushrooms ★★☆☆☆	3-5	6 Exp.	13 G	4

Land of Milk and Money

Unlocked Chapter 5-1

This request comes from a farm that's had people queueing up for the creamy milk its cows produce. They're looking to add some fruity flavors to their line-up, and they want us to find some fresh produce to use as ingredients.

Required Consumables	Range	★		
Swirly Apple ★☆☆☆☆	3-5	3 Exp.	7 G	1
Awwberries ★★☆☆☆	3-5	6 Exp.	13 G	4
Thorngerine ★☆☆☆☆	3-5	4 Exp.	10 G	2
Quiltaloupe ★★★☆☆	3-5	20 Exp.	27 G	9
Good-Time Grapes ★★☆☆☆	3-5	6 Exp.	13 G	4

Loafing Around

Unlocked Chapter 5-1

This one's from a bread-loving lass who bakes fresh loaves every day. She tells us that she's interested in trying out a new kind of wheat, but she doesn't have anything particularly inspiring in the kitchen cupboards. Do you think you might be able to help her?

Required Consumables	Range	★		
Hearty Wheat ★☆☆☆☆	3-5	3 Exp.	7 G	1
Jinglewheat ★☆☆☆☆	3-5	4 Exp.	10 G	2
Blossomwheat ★★☆☆☆	3-5	9 Exp.	17 G	5
Lilywheat ★★★☆☆	3-5	20 Exp.	27 G	9

More of a Night Owl, Really

Unlocked Chapter 5-1

The sailors of Capstan-upon-Hull are well-known for getting up with the lark, but not the man who sent in this request. He's been trying everything he can to wake himself up of a morning, but it seems he hasn't found quite the right remedy just yet...

Required Consumables	Range	★		
Sleep-Be-Gone ★☆☆☆☆	3-5	4 Exp.	12 G	1
Hush-Be-Gone ★☆☆☆☆	3-5	4 Exp.	12 G	1
Confusion-Be-Gone ★☆☆☆☆	3-5	4 Exp.	12 G	1

Patch Work

Unlocked Chapter 5-1

This errand's from an elderly lady who's just started a vegetable garden at home. She's looking for things to grow in her new patch. Well, I say patch, but I hear she's planning to make it into a half-fledged farm one day! Inspiring stuff, indeed!

Required Consumables	Range	★		
Sun-Kissed Tomato ★☆☆☆☆	3-5	4 Exp.	10 G	2
Loonycorn ★★☆☆☆	3-5	20 Exp.	27 G	9
Radiant Radish ★★★☆☆	3-5	13 Exp.	22 G	8
Mellowfat Peas ★☆☆☆☆	3-5	3 Exp.	7 G	1
Rugged Spud ★★★☆☆	3-5	9 Exp.	17 G	5

The Taste of Victory

Unlocked Chapter 5-1

A Goldpaw gambler is letting the good times roll after winning big at the casino. That would explain this request--he wants a bellyful of his favorite fish tonight, and I understand he has quite the belly to fill. Can you get some freshly caught seafood for tonight's banquet?

Required Consumables	Range	★		
Wriggly Eel ★★☆☆☆	3-5	9 Exp.	17 G	5
Swish Fish ★★★☆☆	3-5	20 Exp.	27 G	9
Cuttyfish ★★★☆☆	3-5	13 Exp.	22 G	8
Blimpfish ★★★★☆	3-5	32 Exp.	33 G	13
Flexible Fish ★★★☆☆	3-5	9 Exp.	17 G	5

A Fruitful Endeavor

Unlocked Chapter 6–1

Fruit always makes for a popular snack in the summer paradise of Hydropolis, and it seems the locals have started trying foreign varieties for a change of pace. If you can share anything, I'm sure they'll be happy to have it.

Required Consumables	Range	★	G	
Crabapple Tea ★☆☆☆☆	3–5	5 Exp.	14 G	3
Milkmaid's Delight ★☆☆☆☆	3–5	5 Exp.	14 G	4
Peachy Player's Punch ★☆☆☆☆	3–5	5 Exp.	14 G	4
Fruits of Fortune ★★★☆☆	3–5	16 Exp.	30 G	8
Rosehip Tart ★★★★★	3–5	97 Exp.	66 G	18
Sultan's Crown ★★★★★	3–5	150 Exp.	78 G	20

A Real Eye-Opener

Unlocked Chapter 6–1

This one's from a Hydropolitan royal guard. Seems he's after a little something to keep him alert while he's on duty so he can stop yawning and falling asleep in the corner. Must be nice work if you can get it...

Required Consumables	Range	★	G	
Sheermint ★★★☆☆	3–5	20 Exp.	27 G	9
Prickled Pepper ★★☆☆☆	3–5	4 Exp.	10 G	2
Sour Salts ★★★☆☆	3–5	13 Exp.	22 G	8

A Reight Good Feed

Unlocked Chapter 6–1

This errand's from a fisherman's wife in Capstan-upon-Hull. Her husband's ship is due to come back in soon, and she's looking for help putting together a slap-up dinner for his return. Can I count on your help for this one?

Required Consumables	Range	★	G	
Om-Nom-Nomelet ★☆☆☆☆	3–5	3 Exp.	10 G	3
Country Corn Soup ★☆☆☆☆	3–5	3 Exp.	10 G	1
The CEO ★★★★☆	3–5	40 Exp.	46 G	13
Centaur's Blood ★☆☆☆☆	3–5	3 Exp.	10 G	1

Arts and Rafts

Unlocked Chapter 6–1

The young folk of Hydropolis are full of the spirit of adventure, and there's a group of little tykes who've been gathering materials to make a raft and show the adults how it's done. I don't suppose you have anything they could use?

Required Consumables	Range	★	G	
Solid Lumber ★★☆☆☆	3–5	6 Exp.	13 G	4
Coarse-Grained Lumber ★★☆☆☆	3–5	9 Exp.	17 G	5
Fine-Grained Lumber ★★★☆☆	3–5	13 Exp.	22 G	8
Smart String ★★☆☆☆	3–5	6 Exp.	13 G	4
Cool Cloth ★★★☆☆	3–5	13 Exp.	22 G	8

Bone of Contentment

Unlocked Chapter 6–1

There's been a recent craze among Hydropolitan skippers for decorating their boats with bones. It seems the ones this errand calls for are particularly au courant. If you have any to spare, I'm sure the sailors will love them.

Required Consumables	Range	★	G	
Sturdy Bone ★★☆☆☆	3–5	6 Exp.	13 G	4
Twisty Bone ★★★☆☆	3–5	13 Exp.	22 G	8
Forked Tail Bone ★★★★☆	3–5	48 Exp.	39 G	14
Sturdy Jawbone ★★★★★	3–5	75 Exp.	47 G	19
Hefty Skull ★★★★★	3–5	115 Exp.	55 G	20

Cleaning Up Nicely

Unlocked Chapter 6–1

This one's from a husband-and-wife team of cleaners. They're working on a cleaning solution that'll make any stain disappear as if by magic, and the last thing they need is some wonderwater. (Before you ask, the rest of the recipe is a secret.)

Required Consumables	Range	★	G	
Oasis Wonderwater ★★☆☆☆	3–5	9 Exp.	17 G	5
Simmering Wonderwater ★★★★☆	3–5	13 Exp.	22 G	8
Shivering Wonderwater ★★★☆☆	3–5	20 Exp.	27 G	9
Heavenly Wonderwater ★★★★☆	3–5	48 Exp.	39 G	14

Coral Calamity

Unlocked Chapter 6–1

The beautiful corals of the Hydropolitan seas often fall prey to the appetites of large fish. The merfolk do their best to replace the missing bits, but it's not as though they can carry bits of the stuff around all the time. Do you have any pieces you might be able to share?

Required Consumables	Range	★	G	
Comely Coral ★☆☆☆☆	3–5	3 Exp.	7 G	1
Bonsai Coral ★☆☆☆☆	3–5	4 Exp.	10 G	2
Amber Coral ★★★☆☆	3–5	20 Exp.	27 G	9
Hosepipe Coral ★★★★☆	3–5	32 Exp.	33 G	13
Briar Coral ★★☆☆☆	3–5	6 Exp.	13 G	4

Easy Dose It

Unlocked Chapter 6–1

There's a traveler on a long journey who's run short on medicinal supplies, and is rather worried about carrying on without them. He doesn't fancy his chances of finding the right stuff in a foreign land, so he's requested our aid.

Required Consumables	Range	★	G	
Three-Leafed Soreaway ★★☆☆☆	3–5	8 Exp.	23 G	3
Venom-Be-Gone ★☆☆☆☆	3–5	4 Exp.	12 G	1
All-Be-Gone ★★☆☆☆	3–5	11 Exp.	29 G	5

Expensive Tastes

Unlocked Chapter 6–1

There's a rather well-off lady in Hydropolis who's built up a stunning collection of crystals from all over the world. You might say she's a bit obsessed. Anyway, she's put out a call to all adventurers to bring her any crystals they find—the more beautiful, the better.

Required Consumables	Range	★	G	
Clear Crystal ★☆☆☆☆	3–5	3 Exp.	7 G	1
Verdant Crystal ★☆☆☆☆	3–5	4 Exp.	10 G	2
Crimson Crystal ★★☆☆☆	3–5	6 Exp.	13 G	4
Milky Crystal ★★☆☆☆	3–5	9 Exp.	17 G	5
Dark Crystal ★★★☆☆	3–5	13 Exp.	22 G	8

Getting to the Point

Unlocked Chapter 6–1

There's a Hydropolitan fisherman who's been using the same harpoon since he was a lad, and he's after some metal to repair it. It seems he needs different kinds depending on the work involved, but here's what he's after this time.

Required Consumables	Range	★	G	
Silver Nugget ★★☆☆☆	3–5	6 Exp.	13 G	4
Gold Nugget ★★★☆☆	3–5	13 Exp.	22 G	8
Steely Nugget ★★☆☆☆	3–5	9 Exp.	17 G	5
Tranquillium Nugget ★★★☆☆	3–5	20 Exp.	27 G	9
Somnium Nugget ★★★★☆	3–5	32 Exp.	33 G	13

Sea the World

Unlocked Chapter 6-1

A famous seafood restaurant's asking for your help in procuring some high-quality marine fare. Seems they want to make a name for themselves with the best the sea can offer, hand-picked by a globe-trotting adventurer.

Required Consumables	Range	★	G	
Trophy Fish ★★★★★	3–5	115 Exp.	55 G	20
Swellfish ★★★★★	3–5	6 Exp.	13 G	4
Wee Urchins ★★★★★	3–5	75 Exp.	47 G	19
Top Lobster ★★★★★	3–5	115 Exp.	55 G	20
Fab Crab ★★★★★	3–5	115 Exp.	55 G	20

Seashells by the Seashore

Unlocked Chapter 6-1

When it comes to Hydropolitan souvenirs, there's a clear winner every time: accessories made from seashells. If you find something nice, I'm sure the tourists and the locals alike will like it. Got anything good to spare?

Required Consumables	Range	★	G	
Ebb Tide Shell ★★★★★	3–5	3 Exp.	7 G	1
High Tide Shell ★★★★★	3–5	4 Exp.	10 G	2
Waveskipper Shell ★★★★★	3–5	6 Exp.	13 G	4
Waveskater Shell ★★★★★	3–5	9 Exp.	17 G	5
Whirlpool Shell ★★★★★	3–5	13 Exp.	22 G	8

Sundae Best

Unlocked Chapter 6-1

There's a café with a fruit sundae that's got people lining up for a bite. It's selling so well, they can barely make enough of them! That's where the errand comes in. We need to supply the fruit while they're busy in the kitchen.

Required Consumables	Range	★	G	
Good-Time Grapes ★★★★★	3–5	6 Exp.	13 G	4
Bananza ★★★★★	3–5	4 Exp.	10 G	2
Quiltaloupe ★★★★★	3–5	20 Exp.	27 G	9
Moongo ★★★★★	3–5	48 Exp.	39 G	14
Rhino Pineapple ★★★★★	3–5	32 Exp.	33 G	13

There's No Dish Like Fish

Unlocked Chapter 6-1

There's a cooking competition being held to see what's better: food from the highlands, or food from the sea. This request's for a fresh delivery of oceanic ingredients from a cook who's convinced that highland food simply can't compare.

Required Consumables	Range	★	G	
Devilish Fish ★★★★★	3–5	20 Exp.	27 G	9
Breamweaver ★★★★★	3–5	48 Exp.	39 G	14
Scariwinkle ★★★★★	3–5	13 Exp.	22 G	8
Glam Clams ★★★★★	3–5	3 Exp.	7 G	1
Seasilk ★★★★★	3–5	4 Exp.	10 G	2

Time to Chill Out

Unlocked Chapter 6-1

Goldpaw's normally known for its fiery cuisine, but there's been a craze for cold snacks lately—and when I say cold, I really mean freezing! Do you have anything you can't usually get in Goldpaw that the locals might like?

Required Consumables	Range	★	G	
Zephyr Zabaglione ★★★★★	3–5	24 Exp.	37 G	8
Ice Cream Cornucopia ★★★★★	3–5	5 Exp.	14 G	6
Aquarium Jelly ★★★★★	3–5	16 Exp.	30 G	8
Rocket Fuel ★★★★★	3–5	150 Exp.	78 G	20
Classy Lassi ★★★★★	3–5	16 Exp.	30 G	10

Troubled Waters

Unlocked Chapter 6-1

Here's a hard request to turn down: It's from a fisherman who's been unwell, and hasn't been able to go fishing, but has promised his son a big catch. Do you think you can help?

Required Consumables	Range	★	G	
Coy Carp ★★★★★	3–5	4 Exp.	10 G	2
Flexible Fish ★★★★★	3–5	9 Exp.	17 G	5
Cuttyfish ★★★★★	3–5	13 Exp.	22 G	8
Swish Fish ★★★★★	3–5	20 Exp.	27 G	9

Warm-Up Exercises

Unlocked Chapter 6-1

Many of the merfolk of Hydropolis like to have a hot bite to eat before they go swimming—helps with the bracing sea water, I'm told. Can you rustle up something with a bit of a burn to it?

Required Consumables	Range	★	G	
Hot Streak Spicy Noodles ★★★★★	3–5	7 Exp.	18 G	4
Victor's Volcano ★★★★★	3–5	40 Exp.	46 G	8
Meat Jackpot ★★★★★	3–5	150 Exp.	78 G	20
Mush Kebab ★★★★★	3–5	24 Exp.	37 G	10

By Fair Means or Fowl

Unlocked Chapter 6-2

This request comes from a birdwatcher who covers himself in feathers from head to toe so that he can look just like one of his beloved birds. He's just trying to fit in... Anyway, here's what he's looking for—do you have anything to share?

Required Consumables	Range	★	G	
Slumbergull Feather ★★★★★	3–5	20 Exp.	27 G	9
Arrowhawk Feather ★★★★★	3–5	32 Exp.	33 G	13
Bolt Eagle Feather ★★★★★	3–5	48 Exp.	39 G	14
Everwing Feather ★★★★★	3–5	75 Exp.	47 G	19
Neverwing Feather ★★★★★	3–5	115 Exp.	55 G	20

Whistle While You Work

Unlocked Chapter 6-2

The sky pirates have recently started carrying around small whistles made from seashells. There's no end of demand for them, so we've been asked to supply the raw materials for these funny little trinkets.

Required Consumables	Range	★	G	
Maelstrom Shell ★★★★★	3–5	20 Exp.	27 G	9
Littlehorn Shell ★★★★★	3–5	32 Exp.	33 G	13
Bighorn Shell ★★★★★	3–5	48 Exp.	39 G	14
Warmflow Shell ★★★★★	3–5	75 Exp.	47 G	19
Iceflow Shell ★★★★★	3–5	115 Exp.	55 G	20

A Bone to Pick for Me

Unlocked Chapter 7-1

This errand's from a scientist working on a geological survey in Broadleaf. He's gathering rare bones from around the world so he can learn about prehistoric life. Do you have any old artifacts knocking around that might be suitable for his research?

Required Consumables	Range	★	G	
Giant Ribcage ★★★★★	3–5	20 Exp.	27 G	9
Delicate Wing Bones ★★★★★	3–5	32 Exp.	33 G	13
Forked Tail Bone ★★★★★	3–5	48 Exp.	39 G	14
Sturdy Jawbone ★★★★★	3–5	75 Exp.	47 G	19
Hefty Skull ★★★★★	3–5	115 Exp.	55 G	20

A Little R&R

Unlocked Chapter 7–1

Interesting... Seems the hard-working engineers of Broadleaf Inc. like to use healing items to perk themselves up a bit while they're on break. This errand calls for a particular something—do you have any to spare?

Required Consumables	Range			
Sixth Censer ★☆☆☆☆	3–5	4 Exp.	12 G	1
Chill-Be Gone ★☆☆☆☆	3–5	4 Exp.	12 G	1

Cleaning Up Their Act

Unlocked Chapter 7–1

The people of Broadleaf are hard at work with plans to clean up the environment, and they've been experimenting with the purifying effects of coral. Can you provide anything that they might be able to use? This errand could help change the future of Broadleaf for the better.

Required Consumables	Range			
Pincushion Coral ★★☆☆☆	3–5	9 Exp.	17 G	5
Drainpipe Coral ★★★★☆	3–5	48 Exp.	39 G	14
Jade Coral ★★★☆☆	3–5	13 Exp.	22 G	8
Electricoral ★★★★★	3–5	75 Exp.	47 G	19
Auroral Coral ★★★★★	3–5	115 Exp.	55 G	20

Dietary Dilemma

Unlocked Chapter 7–1

Workers in Broadleaf often visit the company clinic to keep an eye on their health, and the woman who sent this errand tells us that she got a report back saying she needs a more well-balanced diet. Do you have anything suitably nutritious to share?

Required Consumables	Range			
Hot-Tip Tea ★★★★☆	3–5	40 Exp.	46 G	13
Thick Yogurt ★★☆☆☆	3–5	6 Exp.	13 G	4
Grandad's Chair ★★★☆☆	3–5	13 Exp.	22 G	8

Dressed by the Best

Unlocked Chapter 7–1

A historic tailor's studio in Goldpaw has set the tone of local fashions for generations, and now they're looking to come up with something new. Only the highest-quality cloth will do, they say—got anything that might fit the bill?

Required Consumables	Range			
Seraphic Silk ★★★☆☆	3–5	20 Exp.	27 G	9
Fairy's Breath Silk ★★★★★	3–5	75 Exp.	47 G	19
Rook's Brocade ★★★★☆	3–5	48 Exp.	39 G	14
Queen's Brocade ★★★★★	3–5	75 Exp.	47 G	19

Far-Flung Fancies

Unlocked Chapter 7–1

There's a young man in Capstan-upon-Hull who's always looking over the horizon for something new. Lately, he's been wanting to try some food from across the ocean. You've been to Broadleaf, haven't you? Do you have anything that might tickle his fancy?

Required Consumables	Range			
Gotta-Fly Flakes ★★☆☆☆	3–5	7 Exp.	18 G	4
Mom's Meat Pie ★★★☆☆	3–5	10 Exp.	23 G	13
Executive Steak ★★★★☆	3–5	61 Exp.	54 G	18
Good Ol' Eggnog ★★★☆☆	3–5	16 Exp.	30 G	8

Good Old Home Cooking

Unlocked Chapter 7–1

Broadleaf is quite a cosmopolitan place, and many of its residents actually have roots in other countries. This request's come in from just such a person, who wants to relive the traditional cooking his family used to make.

Required Consumables	Range			
Ocean's Bounty ★★★★☆	3–5	61 Exp.	54 G	8
Cozy Curry ★★★☆☆	3–5	24 Exp.	37 G	10
Fish Supper ★★☆☆☆	3–5	7 Exp.	18 G	8
Medusa's Hair ★★★☆☆	3–5	24 Exp.	37 G	10
Steak Dinner ★★★★★	3–5	150 Exp.	78 G	20

Let Them Eat Cake

Unlocked Chapter 7–1

This festive errand's from a young lady who loves to throw parties. She's planning to bake a cake for a surprise party for her friends, since they're all very fond of sugary things. She wants us to provide her with some sweet ingredients.

Required Consumables	Range			
Awwberries ★★☆☆☆	3–5	6 Exp.	13 G	4
Blushing Peach ★★★☆☆	3–5	20 Exp.	27 G	9
Churned Butter ★★☆☆☆	3–5	6 Exp.	13 G	4
Single Cream ★★☆☆☆	3–5	6 Exp.	13 G	4
Uptown Egg ★★☆☆☆	3–5	6 Exp.	13 G	4

Quench the Stench

Unlocked Chapter 7–1

One little-known problem that Broadleafers sometimes face is the unpleasant smell that builds up in unventilated buildings. Researchers are using the power of science to try and put an end to this musty menace, and they're in need of sap for their prototypes.

Required Consumables	Range			
Scentless Sap ★★★☆☆	3–5	20 Exp.	27 G	9
Sweet Sap ★★★★☆	3–5	32 Exp.	33 G	13
Inky Sap ★★★★☆	3–5	48 Exp.	39 G	14
Aromatic Sap ★★★★★	3–5	75 Exp.	47 G	19
Ambrosial Sap ★★★★★	3–5	115 Exp.	55 G	20

Salad Days

Unlocked Chapter 7–1

This errand comes from Broadleaf's Healthcare Division. They're making a salad bar filled with fresh greens and veggies to promote healthy eating among their staff, and they're hoping we can help with something in particular.

Required Consumables	Range			
Crybaby Onion ★☆☆☆☆	3–5	3 Exp.	7 G	1
Classic Cabbage ★☆☆☆☆	3–5	4 Exp.	10 G	2
Sun-Kissed Tomato ★☆☆☆☆	3–5	4 Exp.	10 G	2
Lampkin ★★★★☆	3–5	48 Exp.	39 G	14
Beaubergine ★★★☆☆	3–5	20 Exp.	27 G	9

Sort-Of Secret Ingredient

Unlocked Chapter 7–1

This one's from a cook whose passion is making food using certain secret ingredients. He's very serious about it—so serious that he sent this request in anonymously. (Keep this one under your hat, eh?)

Required Consumables	Range			
Sour Salts ★★★☆☆	3–5	13 Exp.	22 G	8
Bitter Broth ★★★☆☆	3–5	13 Exp.	22 G	8
Stardust Pepper ★★★★☆	3–5	13 Exp.	22 G	8
Deathbreath Garlic ★★★★☆	3–5	32 Exp.	33 G	13
Secret Sauce ★★★★★	3–5	75 Exp.	47 G	19

Tentacled and Toothsome

Unlocked Chapter 7–1

A popular restaurant in Broadleaf is looking for a special kind of seafood known for its... Well, there's a long essay about "mouthfeel" here, but I think they're talking about something with a particularly rubbery texture. Can you help?

Required Consumables	Range	★		
Swellfish ★★☆☆☆	3–5	6 Exp.	13 G	4
Splendid Squid ★★★☆☆	3–5	13 Exp.	22 G	8
Socktopus ★★★☆☆	3–5	20 Exp.	27 G	9
Top Lobster ★★★★★	3–5	115 Exp.	55 G	20
Fab Crab ★★★★★	3–5	115 Exp.	55 G	20

Threading the Needle

Unlocked Chapter 7–1

This request comes from a rich young man who spent his days in idle luxury before discovering a passion for needlework. Ever since then, he's been practicing his hobby diligently, and now he's asking us to get hold of some new thread for him to work with.

Required Consumables	Range	★		
Lemon-Yellow Thread ★★☆☆☆	3–5	6 Exp.	13 G	4
Slate-Grey Thread ★★☆☆☆	3–5	9 Exp.	17 G	5
Grass-Green Thread ★★★☆☆	3–5	13 Exp.	22 G	8
Fir-Green Thread ★★★★☆	3–5	32 Exp.	33 G	13
Night-White Thread ★★★★☆	3–5	48 Exp.	39 G	14

Tin-Pot Trend Forecast

Unlocked Chapter 7–1

A robot from the R&D Division in Broadleaf has been doing a fashion inspection of the locals, and I'm told that it's worked out what material is going to be at the heart of next season's big fashions. I'm a bit dubious about this one, but can you help?

Required Consumables	Range	★		
Quality Cloth ★★☆☆☆	3–5	9 Exp.	17 G	5
Sea-Blue Thread ★★★☆☆	3–5	20 Exp.	27 G	9
Summer Meadow Button ★★★☆☆	3–5	20 Exp.	27 G	9
Fine Fur ★★★☆☆	3–5	13 Exp.	22 G	8
Flowing Fur ★★★☆☆	3–5	20 Exp.	27 G	9

A Matter of Taste

Unlocked Chapter 8–1

This errand comes from a man who has some truly exotic tastes. He rewards people handsomely for the strangest foods they can find, and he's turned to us for this request. This might be a hard one to find, but do you think you can help?

Required Consumables	Range	★		
Beanstalk Giant ★★★★☆	3–5	48 Exp.	39 G	14
Golden Egg ★★★★☆	3–5	48 Exp.	39 G	14
Sweet Dream Truffle ★★★★☆	3–5	48 Exp.	39 G	14

A Fishy Request

Unlocked Chapter 9–1

This request came in from a grimalkin gourmand. He wants us to deliver him a dish of fresh Hydropolitan fish. Seems he's acquired a taste for international cuisine—well, seafood, at least.

Required Consumables	Range	★		
Siren's Salad ★★☆☆☆	3–5	10 Exp.	23 G	8
Mermaid's Delight ★★★☆☆	3–5	16 Exp.	30 G	8
Kraken's Catch ★★★★★	3–5	150 Exp.	78 G	15

A Peace Offering

Unlocked Chapter 9–1

Now that peace has returned to Ding Dong Dell, the restaurants are packed with people whiling away their free time. This request's for any spare foreign food you have, so that everyone can share it and discover something new together.

Required Consumables	Range	★		
Potluck Potsticker ★★☆☆☆	3–5	10 Exp.	23 G	6
Lucky Lobster ★★★★★	3–5	97 Exp.	66 G	15
Hydropolitan Stew ★★★★★	3–5	97 Exp.	66 G	15

A Riveting Request

Unlocked Chapter 9–1

An armorer in Ding Dong Dell is looking to make some custom gear for his son, who's just joined the army. He's putting the finishing touches on his work now, but just needs a few more materials to get it finished and ready for action.

Required Consumables	Range	★		
Super-Cool Fur ★★★★☆	3–5	32 Exp.	33 G	13
Knight's Brocade ★★★★☆	3–5	32 Exp.	33 G	13
Wild Leather ★★★★☆	3–5	32 Exp.	33 G	13
Soldier's Button ★★★★★	3–5	75 Exp.	47 G	19
Chic Ribbon ★★★☆☆	3–5	20 Exp.	27 G	9

An All-Round Good Egg

Unlocked Chapter 9–1

This one's from a grimalkin in Ding Dong Dell. He's an experienced cook who specializes in omelets, and he's been trying different kinds of eggs every day in his quest for perfection. Do you have any fresh ones for him?

Required Consumables	Range	★		
Lesser-Spotted Egg ★★☆☆☆	3–5	9 Exp.	17 G	5
Amiable Egg ★★★☆☆	3–5	13 Exp.	22 G	8
Bad Egg ★★☆☆☆	3–5	9 Exp.	17 G	5
Mammoth Egg ★★★★☆	3–5	32 Exp.	33 G	13
Golden Egg ★★★★☆	3–5	48 Exp.	39 G	14

Crystal Cluster Collectors

Unlocked Chapter 9–1

There's a special kind of crystal formed from the very forces of nature called a crystal cluster. There's demand for these sizeable specimens from all corners—everyone from sorcerers to jewelers is after them—and there are all kinds of rewards on offer for those who can provide!

Required Consumables	Range	★		
Forest Crystal Cluster ★★★☆☆	3–5	20 Exp.	27 G	9
Inferno Crystal Cluster ★★★★☆	3–5	32 Exp.	33 G	13
Glacier Crystal Cluster ★★★★☆	3–5	48 Exp.	39 G	14
Storm Crystal Cluster ★★★★★	3–5	75 Exp.	47 G	19
Henge Crystal Cluster ★★★★★	3–5	115 Exp.	55 G	20

Face Value

Unlocked Chapter 9–1

This one's from a sculptor. The theme of his current work is "the spirit of wood," and sure enough, he's after some strange lumber with a face on it. That's certainly piqued my interest—do you have anything that fits the bill?

Required Consumables	Range	★		
Jolly Lumber ★★★☆☆	3–5	20 Exp.	27 G	9
Grumpy Lumber ★★★★☆	3–5	32 Exp.	33 G	13
Gloomy Lumber ★★★★☆	3–5	48 Exp.	39 G	14
Lovely Lumber ★★★★★	3–5	75 Exp.	47 G	19
Dumb Lumber ★★★★★	3–5	115 Exp.	55 G	20

Fishing for Compliments

Unlocked Chapter 9–1

A grand dame of the Ding Dong Dell gentry has started a trend for keeping rare fish. She's sent us a request for something special that one simply can't see anywhere in the kingdom—can you help?

Required Consumables	Range	★	G	Exp.
Trophy Fish ★★★★★	3–5	115 Exp.	55 G	20
Breamweaver ★★★★☆	3–5	48 Exp.	39 G	14
Frilly Fish ★★☆☆☆	3–5	9 Exp.	17 G	5
Wriggly Eel ★★☆☆☆	3–5	9 Exp.	17 G	5

Making a Fortune

Unlocked Chapter 9–1

In Goldpaw, there's a special meal that's made to look just like a night sky, and which people like to eat before asking fortune-tellers to read the stars on important occasions. Can you provide some of the ingredients needed to make it?

Required Consumables	Range	★	G	Exp.
Cosmic Peas ★★★★☆	3–5	32 Exp.	33 G	13
Dusk Star ★★★★★	3–5	75 Exp.	47 G	19
Stardust Pepper ★★★☆☆	3–5	13 Exp.	22 G	8
Moongo ★★★★☆	3–5	48 Exp.	39 G	14

Putting Food on the Table

Unlocked Chapter 9–1

This one's from a restaurant in Ding Dong Dell. They've been so busy with their clientele since things got back to normal that they can barely keep their ingredients in stock, and they need all the help they can get. Can you lend a hand?

Required Consumables	Range	★	G	Exp.
Gamey Meat ★★★★★	3–5	75 Exp.	47 G	19
Tender Tripe ★★★☆☆	3–5	13 Exp.	22 G	8
Chunky Meat ★★☆☆☆	3–5	9 Exp.	17 G	5
Melt-in-the-Mouth Meat ★★★★★	3–5	75 Exp.	47 G	19

The Cat's Mother

Unlocked Chapter 9–1

This one's from a young girl in Ding Dong Dell. She wants to make a new apron for her mother, who works in a busy restaurant. Ahh, it warms the cockles of my heart to see such affection! So, do you have any cloth to share?

Required Consumables	Range	★	G	Exp.
Quality Cloth ★★☆☆☆	3–5	9 Exp.	17 G	5
Seraphic Silk ★★★☆☆	3–5	20 Exp.	27 G	9
Fairy's Breath Silk ★★★★★	3–5	75 Exp.	47 G	19
Fluffy Cloth ★★★☆☆	3–5	13 Exp.	22 G	8
Footman's Brocade ★★★★☆	3–5	20 Exp.	27 G	9

Vexed by Hexes

Unlocked Chapter 9–4

This one's from a kind, gentle apprentice sorcerer who's been struggling with studying black magic under the tutelage of his master. As you can imagine, it's not exactly his forte, and he often finds he doesn't have the heart to gather the eldritch items he needs.

Required Consumables	Range	★	G	Exp.
Woebegone Cotton ★★★★☆	3–5	48 Exp.	39 G	14
Hellish Wonderwater ★★★★☆	3–5	32 Exp.	33 G	13
Nightmare Prism ★★★★★	3–5	75 Exp.	47 G	19
Gloomy Lumber ★★★★☆	3–5	48 Exp.	39 G	14
Onyx Huebloom ★★★★★	3–5	75 Exp.	47 G	19

Chasing Rainbows

Unlocked Completed Game Save

The sky pirates have long held the belief that rainbows are a sign of good luck to come, and many believe that things that look like rainbows are just as lucky. Can you find anything that may or may not make their dreams come true?

Required Consumables	Range	★	G	Exp.
Celestial Silk ★★★★★	3–5	115 Exp.	55 G	20
Arquium Nugget ★★★★★	3–5	75 Exp.	47 G	19
Opal Huebloom ★★★★★	3–5	115 Exp.	55 G	20
Wonder Wool ★★★★★	3–5	115 Exp.	55 G	20

Culinary Classics

Unlocked Completed Game Save

This one comes from the sky pirates' base. They may not seem it, but many sky pirates have a taste for exotic cooking, and lately they've been wanting to try the food of the recently rediscovered ancient kingdom they've been hearing about. Maybe you can recreate some of it for them?

Required Consumables	Range	★	G	Exp.
Fruity Fried Rice ★★★★☆	3–5	61 Exp.	54 G	15
Killer Kebab ★★★☆☆	3–5	24 Exp.	37 G	15
Gooey Curry ★★★★☆	3–5	61 Exp.	54 G	10
Gloopy Curry ★★★★☆	3–5	40 Exp.	46 G	13
Molten Curry ★★★★★	3–5	97 Exp.	66 G	18

Equipment Errands

Au Naturel

No unlock requirement

This errand's from a young mother in Goldpaw. Her son's going through a phase of refusing to get dressed, and now he won't wear anything at all. But there's a rumor going around that we've got a supply of lucky clothes to give away, and she thinks that might serve as an encouragement...

Required Equipment	Range	★	G	Exp.
Basic Wizardwear ★☆☆☆☆	1	10 Exp.	28 G	3
Spring Mantle ★☆☆☆☆	1	23 Exp.	41 G	7
Iron Armor ★★☆☆☆	1	42 Exp.	56 G	12
Soldier's Cloak ★★☆☆☆	1	42 Exp.	56 G	12

No One Leaves Empty-Handed

No unlock requirement

I've just had a message about the sky pirates' annual spear-throwing contest at Cloudcoil Canyon. Every year, they order a boatload of spears to use in the competition, only for the lot of them to go "missing" by the end...

Required Equipment	Range	★	G	Exp.
Pig-Iron Pike ★☆☆☆☆	1	10 Exp.	28 G	3
Upstanding Spear ★☆☆☆☆	1	23 Exp.	41 G	7
Bighorn Spear ★★☆☆☆	1	42 Exp.	56 G	12
Seaswell Spear ★★☆☆☆	1	81 Exp.	74 G	18

Spare the Rod

No unlock requirement

This one's from a young man who's trying to learn the magical arts of divination. It looks like he's struggling with using wands, though—he doesn't know his own strength, and keeps snapping them. Can you offer anything that he might find easier to use?

Required Equipment	Range	★	G	Exp.
Magic Wand ★☆☆☆☆	1	10 Exp.	28 G	3
Spellcaster's Shell ★☆☆☆☆	1	10 Exp.	28 G	3
Warlock's Wand ★☆☆☆☆	1	23 Exp.	41 G	7
Conjurer's Conch ★★☆☆☆	1	42 Exp.	56 G	12
Wand of Wit ★★☆☆☆	1	42 Exp.	56 G	12

Squeaky Keen

No unlock requirement

This one's from a dogfolk guard who's just mad about mice. He's got a collection of all kinds of mousy knick-knacks, and now he's looking for a weapon with a similarly murine design.

Required Equipment	Range	★	G	
Ratslicer ★★★★★	1	10 Exp.	28 G	3
Ratspit ★★★★★	1	10 Exp.	28 G	3
Ratchopper ★★★★★	1	10 Exp.	28 G	3
Ratslasher ★★★★★	1	23 Exp.	41 G	7
Ratskewer ★★★★★	1	23 Exp.	41 G	7
Ratcleaver ★★★★★	1	23 Exp.	41 G	7

Sword Shortage

No unlock requirement

There are a lot of people in Goldpaw looking to sign up as soldiers this year, and the army's running short on swords to train them with. If you have anything you can spare to help, it'll be appreciated—it doesn't have to be new.

Required Equipment	Range	★	G	
Broadsword ★★★★★	1	10 Exp.	28 G	3
Shamshir ★★★★★	1	23 Exp.	41 G	7
Longsword ★★★★★	1	42 Exp.	56 G	12
Greatsword ★★★★★	1	81 Exp.	74 G	18
Rillrun Rapier ★★★★★	1	81 Exp.	74 G	18

Fight for Your Wright

Unlocked Chapter 5–1

A sailboat from Capstan-upon-Hull was destroyed by a sea monster on its maiden voyage. The shipwrights are sick and tired of the pest ruining their hard work, and they're up in arms about it—or they would be, if they had any suitable weapons. Care to help?

Required Equipment	Range	★	G	
Iron Ax ★★★★★	1	10 Exp.	28 G	3
Monstrous Mallet ★★★★★	1	23 Exp.	41 G	7
Tower Toppler ★★★★★	1	42 Exp.	56 G	12
Castle Crusher ★★★★★	1	156 Exp.	97 G	24
Flashflood Ax ★★★★★	1	81 Exp.	74 G	18

Hide I Seek

Unlocked Chapter 5–1

There's a young man in Capstan-upon-Hull who keenly follows the latest international fashions, and now he's out to try something new. This errand he's sent in calls for something made from leather that'll give him a wild and edgy look.

Required Equipment	Range	★	G	
Leather Armor ★★★★★	1	23 Exp.	41 G	7
Boss's Boots ★★★★★	1	23 Exp.	41 G	7

Better Than a Scarecrow

Unlocked Chapter 6–1

Dried fish is a delicacy in Hydropolis, but they have a lot of trouble keeping it for themselves when there are so many sea birds about. This request from the merfolk guards calls for some new guns to scare the pests off with.

Required Equipment	Range	★	G	
Plunderblaster ★★★★★	1	42 Exp.	56 G	12
Plunderbuss ★★★★★	1	156 Exp.	97 G	24
Floodgate Flintlock ★★★★★	1	81 Exp.	74 G	18
Iceberg Blaster ★★★★★	1	156 Exp.	97 G	24

Cupid's Bow

Unlocked Chapter 6–1

When a man in Hydropolis wants to impress a lady, he falls back on tradition and shows off his hunting and fishing skills. This request's from one such man, who's after an extra-special hunting bow to impress his beloved with.

Required Equipment	Range	★	G	
Ammonite Bow ★★★★★	1	42 Exp.	56 G	12
Composite Bow ★★★★★	1	156 Exp.	97 G	24
Bowsprit Bow ★★★★★	1	81 Exp.	74 G	18
Giant's Bow ★★★★★	1	156 Exp.	97 G	24
Soulbeast Bow ★★★★★	1	81 Exp.	74 G	18

No One Needs to Know

Unlocked Chapter 7–1

Oh dear. Looks like the fellow in charge of the weapon shop in Broadleaf has made a mistake with the inventory and sold something he wasn't supposed to! He's doing his best to replace it, and will gladly take anything you have that fits the bill—even if it's second-hand.

Required Equipment	Range	★	G	
Bone Mail ★★★★★	1	81 Exp.	74 G	18
Cascading Robes ★★★★★	1	81 Exp.	74 G	18
Enchanted Armor ★★★★★	1	81 Exp.	74 G	18
Liberator's Cloak ★★★★★	1	156 Exp.	97 G	24
Chieftain's Cloak ★★★★★	1	156 Exp.	97 G	24

The Path of Least Resistance

Unlocked Chapter 7–1

This one's from a young lady in Broadleaf who's found her lack of exercise catching up with her. She's sent in a request for some new footwear. I expected her to ask for running shoes, but it looks like she's after some boots that are supposed to make you look slimmer instead...

Required Equipment	Range	★	G	
Wave Walkers ★★★★★	1	81 Exp.	74 G	18
Brute's Boots ★★★★★	1	156 Exp.	97 G	24
Roguish Boots ★★★★★	1	253 Exp.	122 G	30

The Armorer's New Approach

Unlocked Chapter 9–1

This one's from an old armorer in Ding Dong Dell. He's got a natural talent for making armor, but these days, he just can't keep up with learning all of the latest tricks of the trade. Instead, he'd like to learn from the example of some exotic foreign attire.

Required Equipment	Range	★	G	
Robes of Wisdom ★★★★★	1	253 Exp.	122 G	30
Radiant Raiment ★★★★★	1	253 Exp.	122 G	30
Warlord's Armor ★★★★★	1	253 Exp.	122 G	30
Crystal Robes ★★★★★	1	471 Exp.	154 G	40
Wolfsbane Mail ★★★★★	1	471 Exp.	154 G	40

The Magic Touch

Unlocked Chapter 9–1

People say that a legendary sorcerer once came to Ding Dong Dell, and ever since then, magical gear has been very popular there. This request in particular calls for a weapon imbued with the essence of sorcery.

Required Equipment	Range	★	G	
Foxglove Glaive ★★★★★	1	471 Exp.	154 G	40
Sword of Sighs ★★★★★	1	253 Exp.	122 G	30
Radiant Blade ★★★★★	1	253 Exp.	122 G	30

Monster Errands

Monster Errands task you with going out and defeating a specific amount of a specific monster type. Progress only counts towards these requirements while you have the Errand active, though! It's very easy to pick up a number of these Errands, only to find that none of them can be found at your next destination, so we've provided some locations where each of them can be found.

Canyon Patrol

No unlock requirement

The sky pirates posted this bounty hunt for your immediate attention. The monsters of Cloudcoil Canyon have been making a real nuisance of themselves, and the pirates need help dealing with them before someone gets hurt!

Monsters to Defeat	Range	★	G	
Dynagoo (Snaketooth Ridge, Wiggly Way)	5–8	6 Exp.	24 G	3
Porc Chopper (Wiggly Way, Cloudcoil Canyon)	1–2	33 Exp.	66 G	10
Sylphie (Heartlands, Wiggly Way)	5–8	6 Exp.	24 G	3
Zapwing (Snaketooth Ridge, Wiggly Way)	5–8	6 Exp.	24 G	3

Disturbing the Peas

No unlock requirement

Recently, a band of thieving monsters have been going around plucking freshly-planted vegetables right from their patches. The farmers aren't taking this lying down, and so they've all chipped in to put up a bounty for anyone who can deal with these pernicious pests.

Monsters to Defeat	Range	★	G	
Whamster Banger (Heartlands, Rolling Hills)	5–8	4 Exp.	17 G	2
Whamster Pranger (Heartlands, Rolling Hills)	5–8	4 Exp.	17 G	2
Whamster Clanger (Heartlands, Rolling Hills)	5–8	4 Exp.	17 G	2
Porc (Leucippes' Labyrinth)	5–8	33 Exp.	66 G	10
Porc Skewerer (Pinwheel Flats)	1–2	56 Exp.	83 G	12

Roughhousing Ruffians

No unlock requirement

One of Niall's faithful lackeys sent in this bounty hunt. Recently, the local monsters have been getting into all kinds of fights among themselves, but it's the forest that's bearing the brunt of the damage. Can you get rid of them and keep the forest safe from further harm?

Monsters to Defeat	Range	★	G	
Whamster Banger (Heartlands, Rolling Hills)	5–8	4 Exp.	17 G	2
Whamster Pranger (Heartlands, Rolling Hills)	5–8	4 Exp.	17 G	2
Grimchilla Clasher (Forest of Niall, Wiggly Way)	5–8	8 Exp.	32 G	4
Mumshroom (Forest of Niall)	1–2	33 Exp.	66 G	10
Petalia (Forest of Niall, Wiggly Way)	5–8	6 Exp.	24 G	3
Obsidia (Hard Woods, Old Well)	5–8	8 Exp.	32 G	4
Dynagoo (Snaketooth Ridge, Wiggly Way)	5–8	6 Exp.	24 G	3

The Botherers Grim

No unlock requirement

Seems we've got grimchilla trouble! The little blighters love nothing more than picking on people who can't fight back, but now their victims have banded together to put a bounty on the rotters. Not the most glamorous work, but someone's got to do it.

Monsters to Defeat	Range	★	G	
Grimchilla Banger (Heartlands, Wiggly Way)	5–8	8 Exp.	32 G	4
Grimchilla Pranger (Heartlands, Wiggly Way)	5–8	8 Exp.	32 G	4
Grimchilla Clanger (Wiggly Way, Calmlands)	5–8	8 Exp.	32 G	4
Grimchilla Splasher (Capstan–upon–Hull, Shallow Shoals)	5–8	8 Exp.	32 G	4
Grimchilla Clasher (Forest of Niall, Wiggly Way)	5–8	8 Exp.	32 G	4

Wyvern Worries

No unlock requirement

Wyvernkind live all over this world, and they've got a bad reputation for attacking villages and travelers far and wide. They'll run riot if someone doesn't keep them in check—that someone could be you, if you take on this bounty hunt.

Monsters to Defeat	Range	★	G	
Wyvern (Snaketooth Ridge, Rolling Hills)	5–8	8 Exp.	32 G	4
Wyvern Warlord (Lake Gearie, Pinwheel Flats)	5–8	21 Exp.	53 G	8
Wildfire Wyvern (Splitstone Canyon, Wallowing Hole)	5–8	21 Exp.	53 G	8

A Wild Goos Chase

Unlocked Chapter 5–1

How confident are you in your goo–squishing skills? There's been an outbreak by a town on the seashore, and now great gobs of goo are clogging up the harbor. We've received an official request to sort them out before things get worse.

Monsters to Defeat	Range	★	G	
Puddlegoo (Capstan–upon–Hull, Leucippes' Labyrinth)	5–8	6 Exp.	24 G	3
Goo (Rolling Hills, Heartlands)	5–8	4 Exp.	17 G	2

Of Feathers and Fireballs

Unlocked Chapter 5–1

Bird–like monsters are a nuisance, but it's the ones with sticks you want to watch out for—especially if those sticks are magic wands. Which brings me to this bounty—they're slinging spells willy–nilly, setting houses and fields on fire! Will you be the one to clip their wings?

Monsters to Defeat	Range	★	G	
Charfinch (Leucippes' Labyrinth, Makronos)	5–8	6 Exp.	24 G	3
Zapwing (Snaketooth Ridge, Wiggly Way)	5–8	6 Exp.	24 G	3

The Marine Menace

Unlocked Chapter 5–1

I'm sure you've heard about the giant monsters that live in the sea. The fishermen are fed up of all the grief they've been causing, so they've all chipped in to post a bounty for anyone brave enough to put an end to this maritime nuisance.

Monsters to Defeat	Range	★	G	
Stellar Jelly (Abyss – any Fathoms Deep)	1–2	33 Exp.	66 G	10
Helly Jelly (Old Well)	1–2	56 Exp.	83 G	12
Fangfish (Leucippes' Labyrinth)	1	140 Exp.	121 G	17

Dead Reckoning

Unlocked Chapter 6–1

When people pass away with their hopes dashed, their regret turns their spirits into ghostly creatures, doomed to wander the world and take their bitterness out on the living. This request's from a shaman who wants someone to put them to rest—can you help?

Monsters to Defeat	Range	★	G	
Skeleplasm (Rolling Hills, Heartlands)	5–8	6 Exp.	24 G	3
Skelepaladin (Old Well, Nazcaä)	5–8	13 Exp.	41 G	6

Highway Safety

Unlocked Chapter 6–1

Once something catches a wolf's attention, it'll keep chasing after it no matter who or what gets in the way. It's making the local merchants too afraid to go out and ply their trade—can you send these pests packing?

Monsters to Defeat	Range	★	G	
Hedgehound (Rolling Hills, Heartlands)	5–8	6 Exp.	24 G	3
Quiverine (Lake Gearie, Pinwheel Flats)	5–8	6 Exp.	24 G	3
Snagglewolf (Jack Frost's Playground)	5–8	8 Exp.	32 G	4

Keepers of the Cradle

Unlocked Chapter 6–1

Here's something unusual. This bounty hunt was posted by a priestess in Hydropolis, who wants someone to, and I quote, "slay the monsters of the abyss, so that we may worship Brineskimmer in peace." Here's what's causing her latest headache.

Monsters to Defeat	Range	★	Exp.	G	
Grimchilla Pranger (Heartlands, Wiggly Way)	5–8	8	Exp.	32	G 4
Grimchilla Splasher (Capstan–upon–Hull, Shallow Shoals)	5–8	8	Exp.	32	G 4
Delphine (Shallow Shoals, Leucippes' Labyrinth)	5–8	6	Exp.	24	G 3
Stellar Jelly (Abyss – any Fathoms Deep)	1–2	33	Exp.	66	G 10
Puddlegoo (Capstan–upon–Hull, Leucippes' Labyrinth)	5–8	6	Exp.	24	G 3
Water Incarnate (Leucippes' Labyrinth, Abyss)	1–2	87	Exp.	99	G 14

Locking Horns

Unlocked Chapter 6–1

Reports are coming in from all over the world about horned monsters wreck–ing everything they come across! We've got a request to deal with them before it's too late, and I think you're the only one who can handle it.

Monsters to Defeat	Range	★	Exp.	G	
Manticore (Heartlands, Calmlands)	1–2	56	Exp.	83	G 12
Brillianticore (Jack Frost's Playground)	1–2	219	Exp.	144	G 20

Shroom Service

Unlocked Chapter 6–1

This request comes from the forest rangers. Mumshrooms have been spread–ing like wildfire, and they've been choking the plants and trees of the forest with their thick clouds of spores. Can you thin their numbers?

Monsters to Defeat	Range	★	Exp.	G	
Mumshroom (Forest of Niall)	1–2	33	Exp.	66	G 10
Glumshroom (Nazcaä)	1–2	56	Exp.	83	G 12

The Flowers That Be

Unlocked Chapter 6–1

This bounty hunt's for some mischievous spirits that have been causing trouble. They take the form of beautiful flowers, luring curious travelers off the road—to where monsters lie in wait! Can you do something to keep anyone else from coming to harm?

Monsters to Defeat	Range	★	Exp.	G	
Petalia (Forest of Niall, Wiggly Way)	5–8	6	Exp.	24	G 3
Inferna (Calmlands, Sunrise Shore)	5–8	6	Exp.	24	G 3
Delphine (Shallow Shoals, Leucippes' Labyrinth)	5–8	6	Exp.	24	G 3
Sylphie (Heartlands, Wiggly Way)	5–8	6	Exp.	24	G 3
Lumina (Lake Gearie, Factory Floors)	5–8	8	Exp.	32	G 4

A Monumental Menace

Unlocked Chapter 7–1

Mossy monuments are the remains of ancient magical weapons that people still find lying dormant from time to time. But even if they're inactive, they still have the potential to do a great deal of damage. We've a bounty on offer for any you can find and disable.

Monsters to Defeat	Range	★	Exp.	G	
Mossy Monument (Heartlands)	1–2	56	Exp.	83	G 12
Crystal Crypt (High grounds of Pinwheel Flats)	1–2	140	Exp.	121	G 17

Deincarnation

Unlocked Chapter 7–1

This bounty hunt comes from a priestess who wants someone to dispatch some elements incarnate. It seems that these apparitions are formed from wayward souls, and by defeating them, they can be released from their torment and laid to rest at last.

Monsters to Defeat	Range	★	Exp.	G	
Fire Incarnate (Calmlands, Sunrise Shore)	1–2	87	Exp.	99	G 14
Water Incarnate (Leucippes' Labyrinth, Abyss)	1–2	87	Exp.	99	G 14
Tempest Incarnate (Heartlands, Forest of Niall)	1–2	87	Exp.	99	G 14
Light Incarnate (Lake Gearie, Factory Floors)	1–2	87	Exp.	99	G 14
Darkness Incarnate (Old Well)	1–2	87	Exp.	99	G 14

Robot Rampage

Unlocked Chapter 7–1

This bounty is for a combat droid that's escaped from a factory in Broadleaf. It's programmed to attack indiscriminately and without hesitation, and it might do some serious damage if someone doesn't get out there and scrap it!

Monsters to Defeat	Range	★	Exp.	G	
BL–Aster (Lake Gearie)	1–2	21	Exp.	53	G 8
BL–Itzer (Factory Floors)	1–2	56	Exp.	83	G 12

The Noisy Neighbor

Unlocked Chapter 7–1

Seems they've been having trouble with dragons up in the mountains. With every ferocious footstep and bone–rattling roar, the rocks shake, and a land–slide could happen at any moment! Can you take on this bounty hunt and help prevent disaster?

Monsters to Defeat	Range	★	Exp.	G	
Wavewyrm (Shallow Shoals)	1	219	Exp.	144	G 20
Windwyrm (Rolling Hills)	1	219	Exp.	144	G 20

Uninvited Pests

Unlocked Chapter 7–1

The factories of Broadleaf might be full of machinery, but it's extremely sophisticated magic that keeps everything running. Some monsters have caught a whiff of all that sorcerous power, and are making a move toward the city—can you help keep them clear?

Monsters to Defeat	Range	★	Exp.	G	
Wyvern (Snaketooth Ridge, Rolling Hills)	5–8	8	Exp.	32	G 4
White Wyvern (Factory Floors)	5–8	33	Exp.	66	G 10
Lumina (Lake Gearie, Factory Floors)	5–8	8	Exp.	32	G 4
Spanglegoo (Lake Gearie, Factory Floors)	5–8	6	Exp.	24	G 3
Light Incarnate (Lake Gearie, Factory Floors)	1–2	87	Exp.	99	G 14

Light and Shadow

Unlocked Chapter 9–1

This bounty hunt was posted by a wizard, who writes: "The balance of the world is askew, and order can only be restored once this menace has been defeated by the bearer of a righteous soul." I daresay he's asking for your help specifically.

Monsters to Defeat	Range	★	Exp.	G	
Glumshroom (Nazcaä)	1–2	56	Exp.	83	G 12
Voogoo (Old Well, Nazcaä)	5–8	6	Exp.	24	G 3
Wicked Wyvern (Nazcaä)	5–8	33	Exp.	66	G 10
Skelepaladin (Old Well, Nazcaä)	5–8	13	Exp.	41	G 6



Part 6 Skirmish Guide

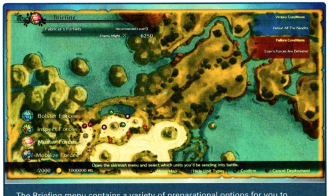
Our intrepid group wouldn't be able to establish and grow a new nation state without having the means to defend it. Assembling an army and keeping it in good shape will test your tactical and management skills, while not rushing headlong into the enemy's traps will push your restraint to the limit; let us teach you the art of war, so the citizens of Evermore can sleep soundly at night.

Skirmish Guide

Evan and friends can't hope to create a truly harmonious society when there are threats constantly at the gates. Sometimes there's no choice but to assemble an army and take to the field of battle. Army-against-army Skirmish battles are an exciting, fast-paced diversion in the Main Story, and a tactical mini-game of their own, just waiting to be mastered. The following pages will set you in good stead for many glorious victories to come!

The Arts of War

In this section we'll discuss each of the parts that make up a Skirmish battle. There's more to these battles than you might think—you'll need to learn about all of the unit types, abilities and gauges that dictate the flow of battle if you want to take a truly tactical approach and secure decisive victories.



The Briefing menu contains a variety of preparational options for you to choose from before engaging in battle.

The Briefing Menu

After initiating a Skirmish Battle, you'll see the Briefing Menu, which informs you of the victory and failure conditions, the relevant Military Might values and the mission's recommended level range. Multiple sub-menus are also accessible from this screen, including:

Briefing Menu

Icon	Name	Description
	Bolster Forces	Fine-tune how you wish to strengthen your army units prior to sending them into battle.
	Inspect Forces	A summary of the units soon to be locked in army-on-army combat, both your own and your opponent's. Be aware that this screen does not show the entirety of the enemy's forces, so expect surprises.
	Muster Forces	This menu covers what your army is capable of and allows you to rearrange your forces and swap out units according to the type of enemy you're facing.
	Mobilize Forces	Prompts a confirmation box, asking whether you're ready to initiate the upcoming Skirmish Battle.



Purchased options within the Bolster Forces sub-menu are indicated by a green check marker.

Bolstering Your Forces

When skimming through the "Bolster Forces" sub-menu, you'll notice that you can essentially make a Skirmish Battle easier to deal with, for a price. Each of these actions has a cost in Kingsguilders, and brings with it the following effects:

Bolstering your Forces

Icon	Name	Description
	Might Boost	Provides you more Military Might as soon as the mission starts, effectively increasing how many actions you can take in battle.
	HP Boost	As the name implies, this raises the durability of your army's units, so they can withstand more punishment from the enemy.
	Reinforcement Boost	The process of calling in reinforcements (if you lose members of a unit) on the field is sped up with the purchase of this option.
	Slow Might Gauge	Slows down the rate at which the Might Gauge is depleted, enabling you to employ commands tied to this mechanic for a longer stretch of time.
	Long Shock Tactics	Enhances Evan's Shock Tactics by having their effect last for a while longer.
	Hard Mode	This option is only available for Replayable Skirmishes you've already beaten before. Not only does it increase the amount of Military Might of the enemy's forces, it also raises the levels of their individual units. Although it makes a Skirmish Battle more challenging, the upside of this is that you'll gain more experience for your own army if you win.

Military Might & The Might Gauge

Military Might is a resource that controls which actions you can take in a Skirmish Battle. Your current Military Might value is displayed in the top-left corner of the screen during a Skirmish. You'll need it to call for reinforcements and to use special tactics. Recovering lost soldiers gradually deducts Military Might until you stop holding Ⓐ, run out of Might, or all units are fully restored. Special tactics and rebuilding installations each have their own costs, which you'll find detailed on the next page.

Skirmish Battles provide many ways for you to recover your spent Military Might. Defeated enemy units have a chance of dropping Military Might Boosts; these crates come in three sizes and resupply your Military Might to different degrees. Some these are also tucked away in parts of the environment, so scouting the perimeter will often pay off. Restoring command posts also allows you to recover Military Might, providing an earn rate of 20 Might every ten seconds for every one you control.

The "Might Gauge" is not connected to Military Might. It is the bar you'll see underneath Evan's portrait in the bottom-right corner of the screen, and contols your ability to use command actions. It works like a stamina bar, slowly regenerating when you're not making use of these actions.

Military Might Boost Details

Size	Icon	Might Received
Small		100
Medium		500
Big		1000



Carefully managing your Military Might during battles will ensure you can always use a unit's special tactic when needed.



The Might Gauge on the other hand is an infinite resource, and should be used as often as possible!

Moving Your Troops

The orientation of your units is controlled via the L1 / R1 buttons, rotating them left and right, respectively. Units attack automatically, so you only have to worry about positioning your troops within close proximity of the enemy forces.

Two important commands are connected to the Might Gauge. One is called "Quick March" (simply hold Ⓧ) and the other is "All-Out Assault" (hold Ⓞ). These can be executed at any time, as long as as long as your Might Gauge isn't empty. Quick March allows you to move your troops noticeably faster, while All-Out Assault speeds up the pace at which they attack. These commands are very powerful, and using them wisely will dictate the flow of battle, either through avoiding a precarious situation or by defeating the opposition faster than you normally would.

Replenishing Your Units

As mentioned earlier, soldiers being down and out does not spell the end of a given unit. Casualties go hand-in-hand with warfare, but you have reinforcements you can call on, allowing you to replenish a unit to its former glory at the cost of your Military Might. Holding the Ⓒ button prompts Evan and his troops to rouse their spirits until you're informed that everyone is accounted for. You can't always rely on reinforcements, though—continuously losing soldiers drains your Military Might in the long-term, hampering the tactical choices you'll need to make later in the battle.



Even unit commanders can be restored if they've fallen in battle, although doing so takes considerably longer than replenishing their followers.

Unit Stats

To ensure that Skirmish Battles are primarily focused on tactical warfare, statistics are given less importance here than in regular combat. Units are influenced by three metrics, each of which will gradually improve as they gain more experience in conquering opposing forces.



The Attack stat governs the unit's attack power, so you can see which units of a particular type are strongest. This stat is always balanced by the Defense stat, since more powerful units will usually have lower defense. Finally there's the Speed stat, which shows you the unit's movement speed in battle.

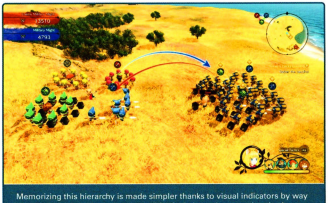
Melee Unit Types

When melee units fight during a Skirmish Battle, they follow the tenets of rock-paper-scissors, in that all three unit types carry both a dominant weakness and strength, creating a three-way power dynamic.

The three different melee unit types are: Swordsman, Malleteer, and Lancer. Swordsmen are the scourge of Malleteers, Malleteers are the bane of Lancers, and Lancers defeat Swordsmen. While there are a few irregular melee and ranged units, these three types are your most important combat assets.

There's also more depth to these three melee units than meets the eye. Malleteers are more proficient than others at demolishing installations, for example, while Lancers have longer reach than average and Swordsman are all-rounders, capable of efficiently dispatching most other unit types, barring their natural nemesis.





Memorizing this hierarchy is made simpler thanks to visual indicators by way of colored arrows: blue means you objectively have the upper-hand, whereas red signals the need to exert caution due to an inherent disadvantage.

Irregular Unit Types

Irregular units reside outside the established "melee triangle" spectrum; broadly speaking they have no magnified strengths or weaknesses. This doesn't mean that they're superior to everything else, but rather that irregular units are more suited to supporting roles, complimenting the core Swordsmen, Malleteers, and Lancers.



Let's look at the ranged units as an example. They are split into three subtypes: Archers, Fusiliers, and Sorcerers, and each of them pick off incoming enemies from a distance in a different fashion. Archers are most effective on uneven terrain, due to releasing their arrows in an upward volley, while Fusiliers struggle to hit units uphill of them but their gunshots push back enemies, which is useful for controlling their position. Sorcerers, meanwhile, cast short-range fireballs that are likely to miss when aimed downhill, but compensate by dealing large amounts of damage.

Shieldsmen are unique among all unit types in their focus on defense. They have higher resilience than other units, which is good when you need to withstand a barrage of enemy attacks. They can push back enemies, and can be hugely useful in doing so, especially with ranged units behind to pick the enemy off once they're forced back.



The power of ranged units lies in their ability to pick off enemy units from a safe distance, from which you can retreat out of range should the enemy get too close.



Passive Abilities

Each unit is led by one of your citizens, and their personal traits will dictate their abilities on the battlefield. Passive abilities represent one of these traits, and allow you to compose your army in a synergistic way by selecting commanders who work well together.

A group of commanders with complimentary passive abilities will improve the combat skills of each individual unit, essentially creating specialized armies that excel in a particular discipline. You can apply passive abilities in unison with special tactics to really specialize your army. This is very powerful when facing equally specialized foes, since they're sure to have weaknesses that you can gain a huge advantage by fully exploiting.

To help get the most from the passive abilities table to the right, we'll provide some examples of who would work well with whom. Selecting Yung Mein, Min Ti, Filippos, and Helena crafts a group that, while exclusively focused on ranged units, hits fast and hard from afar—perfect for hit-and-run tactics! On the flip-side, drafting Bai Gon plus Yo Ho-Ho and Phorkys is great for resource management, while a mixture of Jared, Glaucus, Speio, and Brooke makes mitigating damage much easier.

Our suggestions here are just a starting point, but examples like these help to nudge you in the right direction when looking at how passive abilities overlap one another.



Or you could fashion a team based on style alone; like our big bushy beard battalion!

Special Tactics

Special tactics are the active skill counterparts to passive abilities, and can be used in battle at a cost of Military Might. Some commanders have their own unique special tactic, but many are shared between two or three leaders.

As with passive abilities, each commander has only one special tactic in their repertoire; they can be very powerful tools, so you'll want to create an army that considers each leader's special tactics. Some allow for erecting on-the-spot installations, like fences or cannons, while others fire a giant laser beam straight ahead, and some even provide methods to temporarily raise your allies' attributes (or lower your enemy's). These are but a few examples, so experiment away!

Passive Abilities

Unit Commander	Ability Name	Description
Khunbish	Booty Booster	This unit's presence on the field boosts the effect of blue and gold balls.
Chingis	The Old Heave-Ho	This unit's attacks knock the enemy back further than usual.
Tabbias	Staunch Ally	This unit can share its HP with another struggling unit once every engagement.
Muriel	Last Gasp	Once per battle, this unit can come back from defeat with a few HP remaining.
Long Mein	Dog Pound	This unit's presence on the field boosts the attack power of allied Malleteers.
Ya Pi	Tower Power	This unit's presence on the field boosts the damage allies do to siege towers.
Chi Pi	Demolition Expert	This unit's presence on the field boosts allied damage to enemy installations.
Bai Gon	Grizzled Veteran	This unit's presence on the field boosts the speed at which the Might Gauge fills.
Yung Mein	Point-Sharpener	This unit's presence on the field boosts the attack power of all allied archers.
Min Ti	Punching Down	All allied ranged attacks are enhanced when this unit has the higher ground.
Filippos	Archer's Arm	This unit's presence on the field boosts the attack speed of allied archers.
Helena	So Far, So Good	This unit's presence on the field boosts the power of allied ranged attacks.
Jared	Safe Distance	This unit's presence on the field reduces damage from enemy ranged attacks.
Tyran	True Blue Battler	The lower this unit's HP gets, the more powerful its attacks will be.
Rumpel	Gift from the Grave	When this unit is defeated, all allied units have some HP restored.
Raxel	Splendid Isolation	The fewer allied units on the field, the more powerful this unit's attacks will be.
Grimm	Creative Destruction	Destroying Siege Towers, cannons and Command Posts boosts this unit's HP.
Moggie May	Fortification	This unit's presence on the field makes all allied installations stronger.
Marlene	Big Game Hunter	This unit's presence on the field boosts the damage allies do to large monsters.
Yo Ho-Ho	Fortune's Favor	This unit's presence on the field boosts the speed at which the Guts Gauge fills.
Glaucus	Emplacement Displacement	This unit's presence on the field reduces damage from Siege Towers and cannons.
Phorkys	Helping Hand	This unit's presence on the field reduces the amount of Military Might used to revive allies.
Speio	Divine Protection	This unit's presence on the field can occasionally cause enemy attacks to fail.
Lycorias	Luck of Lycorias	This unit's presence on the field makes defeated enemies drop more items.
Callianeira	Protective Prayer	This unit's presence on the field reduces the damage taken from enemy magic.
Chip	Anti-Artillery Training	This unit's presence on the field boosts the damage allies do to enemy cannons.
Drew	Born Ready	This unit's presence reduces the wait time for the Air Raid Special Tactic.
Oz	Irregular Warfare	This unit will occasionally launch a counter-attack against the enemy.
Brooke	Survival Instinct	This unit's presence on the field reduces damage from enemy melee attacks.
Kimmy	Cutting Edge	This unit's presence on the field boosts the attack power of allied Swordsmen.
Alexis	Red Misty	This unit's presence boosts the damage done by the BL-Azer Special Tactic.

Remember that special tactics that have the greatest impact also cost the most Military Might. Due to the variable amount of required Might, it's recommended to opt for a mixed selection. Special tactics also last for differing durations, further incentivizing matching cheaper ones alongside the more impactful ones, since you'll want some that can be used more often.

On the subject of time: the passage of it halts when you aim a special tactic. You initiate this by pressing the R2 button, which shows an orange arrow pinpointing the direction of aiming, alongside icons for all special tactics that you have available. These skills are mapped to the Ⓑ, Ⓐ, Ⓧ, and Ⓒ buttons, depending on how you configured your troops.

Special Tactics

Name	Icon	Description	Used By
Deafening Roar		An earsplitting sound that rattles enemy troops, stopping them temporarily.	Khunbish Long Mein Jared
Air Raid		Calls in a sky pirate raiding party to rain destruction on the enemy ahead of you.	Chingis Drew
Rallying Cry		A commanding roar that fires up your troops, boosting their attack power.	Tabbias Grimm Lycorias
Sword Shriveler		Weakens the weapons of the enemy unit directly ahead, lowering its attack power.	Muriel Phorkys
Solo Mission		The unit leader stays rooted to the spot, enjoying an attack boost as a result.	Ya Pi
Place Emplacement		Constructs a large cannon that will blast any enemy that comes within range.	Chi Pi Raxel
Rousing Roar		A stalwart shout that gets your troops to dig in, boosting their defense.	Bai Gon Speio
Shield Shrinker		Weakens the armor of the enemy Unit directly ahead, lowering its defense.	Yung Mein Brooke
Hunter's Trap		The unit leader goes it alone, enjoying increased firearm range as a result.	Min Ti
Place Palisade		Builds a fence that will obstruct the enemy until they have dismantled it.	Filippos
Toxic Trap		Slowly drains the HP of the Unit directly ahead by means of a devious device.	Helena Chip
Bonzer Blitz		A head-down solo dash into the enemy, during which all attributes are boosted.	Tyran
Wyrm Whistle		Summons an enormous Incinerator in front of you that will attack the enemy.	Rumpel Callaneira
Place Guard Post		Constructs a siege tower from which arrows will be fired at approaching foes.	Moggie May Oz
Alluring Aroma		Emits a befuddling fragrance that drives enemies to attack nearby allies.	Marlene Yo Ho-Ho
Glaucus's Lure		The unit leader stays rooted to the spot, enjoying a defense boost as a result.	Glaucus
BL-Azer		Broadleaf technology at its finest. A laser blast does serious damage to the enemy.	Kimmy Alexis

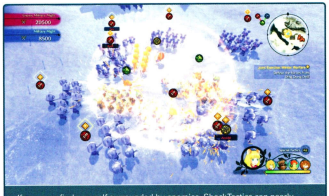
Shock Tactics & the Guts Gauge

The "Guts Gauge" is the yellow circular bar that envelops Evan's portrait in the bottom-right corner of the screen, and you fill it up through winning combat engagements. After sufficient victories against opposing units, pressing the Ⓐ button will fully deplete the Guts Gauge and activate Shock Tactics.

The activation of Shock Tactics grants a huge power boost to your units; for a short period of time, every unit in your army is now effective against all enemy unit types, and both of your Might Gauge actions will cost less to perform. This makes clever use of the Guts Gauge great for swiftly rushing down large groups of enemies, or getting out of bad situations.

Wisdom of the Kingmaker

Once you've walloped an enemy unit, don't rush off without checkin' to see if they've left anything behind. Blue balls will give youer Might Gauge a little bump, and gold ones will send it flippin' soarin'!



If you ever find yourself surrounded by enemies, Shock Tactics can nearly always turn the tide of battle in your favor.

Engaging the Enemy

Knowing how to correctly rotate your units and how to best use your Might Gauge actions are decisive factors when engaging the enemy, but these things alone won't guarantee victory over those that stand in your way during a Skirmish Battle.

Always check that your melee units are not facing a disadvantage; if this proves difficult to overcome due to the circumstances—such as overwhelming enemy numbers, or unfavorable terrain—remember that there's no harm in retreating! Quick March is just as well-suited for falling back as it is for closing the gap, so always save a portion of your Might Gauge as a contingency plan in case events suddenly take a turn for the worse.

By extension, luring enemy units away from the pack and picking them off one-by-one is a key strategy, especially if the nearby environment makes it difficult for either yourself or the opposition to converge on one another. Ranged units are helpful for this, as

are special tactics such as Place Emplacement, that can help your troops shoot projectiles over obstacles. If there are narrow pathways, however, then special tactics that launch attacks at the area in front of you (such as the BL-Azer or Wyrm Whistle) are a much better choice.

Some Skirmish Battles don't offer much leg-room for your units; such constricted movement can often be remedied through ramped-up aggression. Moderate use of All-Out Assault can let you stand your ground or rapidly fend off enemies if you're looking for an opening. This assertive playing style can be further leveraged via special tactics, such as Deafening Roar or Shield Shrinker for crowd control purposes, and Rallying Cry for increasing your army's attack damage.

Monster Units

Some opposing forces will include monster units, which count as exceptions to a few of the previously-established rules. Unlike standard troops, monsters constitute a whole unit by themselves. The trade-off for this is that they're typically stronger than a squad of soldiers, both in terms of health and damage, at the cost of being unable to call for reinforcements once defeated. It's also worth noting that they are far more likely than normal units to drop Military Might Boosts once they're defeated, so always check the ground before charging off.

Additionally, Monsters perform a wider set of attacks than standard ground forces. Enemy units such as bandits, much like your own army, swing their weapon of choice in a simple fashion, whereas the innate move-set of a monster is more fleshed-out and less predictable. View them as mini-bosses in Skirmish Battles, if that helps!

Named Units

Named units are another archetype that you'll only see in enemy armies; being named means that a unit's general attributes have been raised. No new abilities or attack patterns are gained when they're given an alias, but you need to exercise caution against them due to their raised damage output and increased durability.



Monster units are a lot more imposing than groups of enemy troops, thanks to their bigger stature!



Fangfish are extremely deadly monsters that have powerful attacks...



...by paying close attention, however, you can often move out of range in time to safely avoid taking damage.

Installations

Conducting a Skirmish Battle against rivaling armies is more than just warfare in close-quarters; geographical elements are a part of the equation too, including man-made installations. These are called installations, and they complicate matters of how space might be occupied. Here's a list of all the installations you'll eventually encounter.

Installations

Type	Function	Build Cost
Wooden fence	Serves as cover.	—
Siege Tower	Fires volleys of arrows.	300
Cannon	Launches long-range cannon balls.	400
Command Post	Calls for enemy reinforcements, provides you Military Might when reassembled.	50
Gate	Locked barricade. Can be lined up with additional walls. Available to the enemy only.	—

Although the quantity varies on a mission-by-mission basis, all of these installations will either already be placed by enemy forces at the start of a Skirmish Battle, or sometimes appear mid-Skirmish, based on the enemy's actions. Some installations, however, can also be built on-demand by your units via certain special tactics. Everything but the wooden fences can be restored after being demolished. Gates (and their walls) are the only installations that are totally indestructible.

Battlefield Objectives

Your objective during Skirmish Battles will often involve driving specific threats away from the territory they occupy, or defeating them as they march on Evermore. Some require you to keep enemies at bay as you escort an ally through dangerous territory, or to fend enemies off while searching for something (or someone). Some of them need to be accomplished within a limited time frame.

Even with these objective types in mind, you can still be caught off-guard by mission-specific elements. Some examples include sudden ambushes, periodic assaults from multiple angles as you protect allied units or installations, or the need to stop a particular enemy unit from escaping entirely.



Wisdom of the Kingmaker

Youer free to barrel on and smash through youer objectives if you fancy, but it en't always the best way. A little explorin' can turn up a Might Boost that might just end up turnin' the tide of battle!



Siege towers can give you a real headache when trying to move into enemy territory...



...so destroy them quickly and rebuild them so that they start working for you.

Skirmish Units

Gathering the right units for the type of army you're building is a key factor in achieving victory during Skirmish Battles. Sometimes a battle will be much easier with a specific unit in your army. These pages are home to a complete list of every Skirmish unit you'll be able to add to your roster as you progress through the game, along with their stats and how to acquire them. With all of this information you'll be able to hand-pick the units you desire ahead of time, and can start working towards them as soon as they're available.

011 Chingis — Automatic in Chapter 3-1
Unit: The Scurvy Sky-Vipers — Start Lv. 1
Base/Max: 45/360 | 25/200 | 52/52
Passive Ability: The Old Heave-Ho
Special Tactic: Air Raid — 400

027 Grimm — Side Quest 132
Unit: The Moonless Knights — Start Lv. 18
Base/Max: 110/400 | 62/224 | 40/40
Passive Ability: Creative Destruction
Special Tactic: Rallying Cry — 150

015 Rumpel — Side Quest 082
Unit: The Bengal Lancers — Start Lv. 17
Base/Max: 85/320 | 45/320 | 52/52
Passive Ability: Gift from the Grave
Special Tactic: Wyrm Whistle — 500

028 Raxel — Side Quest 130
Unit: The Black Pack — Start Lv. 18
Base/Max: 121/440 | 73/264 | 40/40
Passive Ability: Splendid Isolation
Special Tactic: Place Emplacement — 500

010 Khunbish — Automatic in Chapter 3-1
Unit: The Salty Sky-Serpents — Start Lv. 1
Base/Max: 32/256 | 20/160 | 58/58
Passive Ability: Booty Booster
Special Tactic: Deafening Roar — 200

016 Tabbias — Side Quest 014
Unit: The Kitty-Catty Cutters — Start Lv. 6
Base/Max: 57/336 | 43/256 | 46/46
Passive Ability: Staunch Ally
Special Tactic: Rallying Cry — 150

029 Muriel — Side Quest 026
Unit: The Sisters of No Mercy — Start Lv. 10
Base/Max: 54/264 | 37/184 | 32/52
Passive Ability: Last Gasp
Special Tactic: Sword Shriveler — 150

031 Moggie May — Side Quest 027
Unit The Feline Firing Squad — Start Lv. 6
Base/Max: 40/240 | 40/240 | 46/46
Passive Ability Fortification
Special Tactic Place Guard Post — 500

036 Marlene — Side Quest 138
Unit The Wicked Witches — Start Lv. 18
Base/Max: 88/320 | 31/112 | 40/40
Passive Ability Big Game Hunter
Special Tactic Alluring Aroma — 300

041 Long Mein — Side Quest 022
Unit The Precocious Geniuses — Start Lv. 10
Base/Max: 82/400 | 52/256 | 46/46
Passive Ability Dog Pound
Special Tactic Deafening Roar — 200

044 Ya Pi — Side Quest 122
Unit The Golden Wolves — Start Lv. 17
Base/Max: 111/416 | 47/176 | 46/46
Passive Ability Tower Power
Special Tactic Solo Mission — 50

047 Chi Pi — Side Quest 018
Unit The Woodworker's Guild — Start Lv. 6
Base/Max: 70/416 | 46/272 | 40/40
Passive Ability Demolition Expert
Special Tactic Place Emplacement — 500

048 Bai Gon — Side Quest 010
Unit The Silver Foxes — Start Lv. 6
Base/Max: 67/400 | 48/288 | 40/40
Passive Ability Grizzled Veteran
Special Tactic Rousing Roar — 150

051 Yung Mein — Side Quest 013
Unit The Power Pups — Start Lv. 6
Base/Max: 67/400 | 46/272 | 46/46
Passive Ability Point-Sharpener
Special Tactic Shield Shrinker — 150

052 Min Ti — Side Quest 011
Unit The Howling Hunters — Start Lv. 6
Base/Max: 42/248 | 21/128 | 52/52
Passive Ability Punching Down
Special Tactic Hunter's Trap — 50

056 Yo Ho-Ho — Side Quest 123
Unit The League of the Patch — Start Lv. 18
Base/Max: 97/352 | 79/288 | 52/52
Passive Ability Fortune's Favor
Special Tactic Alluring Aroma — 300

067 Phorkys — Side Quest 098
Unit Cetus' Chosen — Start Lv. 18
Base/Max: 115/416 | 57/208 | 52/52
Passive Ability Helping Hand
Special Tactic Sword Shriveler — 150

068 Filippos — Side Quest 043
Unit Orion's Belters — Start Lv. 14
Base/Max: 69/288 | 38/160 | 52/52
Passive Ability Archer's Arm
Special Tactic Place Palisade — 50

070 Glaucus — Side Quest 045
Unit The Glauconauts — Start Lv. 13
Base/Max: 59/256 | 104/448 | 46/46
Passive Ability Emplacement Displacement
Special Tactic Glaucus's Lure — 50

071 Speio — Side Quest 051
Unit Speio's Sirens — Start Lv. 16
Base/Max: 55/216 | 47/184 | 46/46
Passive Ability Divine Protection
Special Tactic Rousing Roar — 150

074 Lycorias — Side Quest 053
Unit The Hydropolites — Start Lv. 16
Base/Max: 107/416 | 66/256 | 46/46
Passive Ability Luck of Lycorias
Special Tactic Rallying Cry — 150

076 Callianeira — Side Quest 124
Unit The Mermaqi — Start Lv. 18
Base/Max: 97/352 | 88/320 | 52/52
Passive Ability Protective Prayer
Special Tactic Wyrm Whistle — 500

078 Helena — Side Quest 052
Unit Helena's Hellraisers — Start Lv. 16
Base/Max: 78/304 | 45/176 | 46/46
Passive Ability So Far, So Good
Special Tactic Toxic Trap — 300

080 Chip — Side Quest 072
Unit Gamma Squadron — Start Lv. 17
Base/Max: 102/384 | 60/224 | 58/58
Passive Ability Anti-Artillery Training
Special Tactic Toxic Trap — 300

081 Drew — Side Quest 101
Unit Lambda Force — Start Lv. 18
Base/Max: 108/392 | 55/200 | 58/58
Passive Ability Born Ready
Special Tactic Air Raid — 400

083 Oz — Side Quest 073
Unit Beta Corps — Start Lv. 17
Base/Max: 79/296 | 109/408 | 46/46
Passive Ability Irregular Warfare
Special Tactic Place Guard Post — 500

088 Jared — Side Quest 126
Unit Covert Ops Unit Omega — Start Lv. 18
Base/Max: 75/272 | 128/464 | 40/40
Passive Ability Safe Distance
Special Tactic Deafening Roar — 200

092 Brooke — Side Quest 103
Unit The Alpha Females — Start Lv. 18
Base/Max: 88/320 | 75/272 | 58/58
Passive Ability Survival Instinct
Special Tactic Shield Shrinker — 150

094 Kimmy — Side Quest 077
Unit Sigma Battalion — Start Lv. 17
Base/Max: 94/352 | 55/208 | 52/52
Passive Ability Cutting Edge
Special Tactic BL-Azer — 500

096 Alexis — Side Quest 127
Unit Team Epsilon — Start Lv. 18
Base/Max: 70/256 | 42/152 | 46/46
Passive Ability Red Misty
Special Tactic BL-Azer — 500

103 Tyran — Side Quest 162
Unit Tyran's Terrors — Start Lv. —
Base/Max: —/448 | —/208 | 46/46
Passive Ability True Blue Battler
Special Tactic Bonzer Blitz — 50


The Battle for the Heartlands
Special Delivery: Forest of Niall
Whamster Base Obliteration
Marlene: A Conjurer Corrupted
Batter those Bandits
Rage of the Righteous
Wallop the Whamsters!
Bag that Brute Bruce!
Joint Exercise: Code Green
Tyran's Last Stand
TYRAN, REEL KING
Invaders in Evermore I-VII
Here Come the Whamsters!
Fight Back Fabricas!
Tyran's Lucky Country
Fabricas's Fortlets
Criminal Capture: Bandit Gang
Verninate the Horde!
Joint Exercise: Code Yellow
Delivery at Any Price!
Steal Back the Starlight Stone



Skirmish Almanac

Our role as literary drill sergeants has officially come to an end; you are now properly informed on all the fundamentals needed to conquer the Skirmish Battles to come! Everything that follows will assume that you've read the preceding section.

We've divided up the Skirmishes into different groups to better help you find the one you want. The mandatory Skirmishes are ones that you must complete as you progress through the Main Story; these are covered in full in the Main Story Guide chapter, starting on P.168. Special Skirmishes are ones that are tied to optional Side Quests or are part of a chain of Skirmishes; these can only be played once. Finally, replayable Skirmishes are ones that you can return to as often as you like, and are one of the best sources for levelling up your units.

After you've completed a replayable Skirmish once, you will also have the option of enabling its Hard Mode version via the Bolster Forces Menu the next time you attempt it. Hard Mode significantly increases the level of the enemies you'll be facing, and while they can become quite difficult, they are by far the best source of EXP for your Skirmish units. The actual level of the enemies you face in Hard Mode is determined by the combined overall level of your Skirmish units: the higher your overall level, the higher the level of the opponents you'll face.

Wisdom of the Kingmaker

Even if a skirmish is marked as bein' one you can replay, it might not always turn up right away. If you don't see the old battle standard where the map tells you it should be, try completin' other available skirmishes, usin' a trip door to jump away and back again, or enterin' and leavin' the area—if that doesn't shake the beggar loose, I dunno what will!



Most Skirmish Battles will either challenge you to face dozens of units as you fight your way to their conclusion, or occasionally randomize which units appear at particular intervals. So we've elected to only show the most important points of interest on the maps here, alongside all of the details shown on the Briefing Menu, and we've linked our strategy text to these specific points.

Map Legend



Mandatory Skirmishes

The Battle for the Heartlands

Location Snaketooth Ridge
Recommended Level Lv. 1
5000
Availability Chapter 3-1
Requirements —
Victory Conditions Defeat all the bandits.
Failure Conditions Evan's forces are defeated.
Objectives
1) Defeat all the bandits!

This is the very first Skirmish you'll be involved in. During Chapter 3-1 this Skirmish must be beaten in order to reach your goal in the Heartlands and establish Evermore. For full details of this battle, see P.194.



Steal Back the Starlight Stone

Location Crossover Bridge
Recommended Level Lv. 6
5000
Availability Chapter 4-3
Recommended Units
Requirements Story objective 14 for this chapter.
Victory Conditions Get the Starlight Stone back from the Bandits.
Failure Conditions Evan's forces are defeated.
Objectives
1) Beat the bandits who've stolen the stone!
2) Defeat Bruce!
3) Defeat Lil!

You'll battle some bandits during Chapter 4-3 in order to fulfill one of Boddly's many requests by delivering her the Starlight Stone. For full details of this Skirmish, see P.219 of the Main Story Guide chapter.

Labor of the Labyrinth

Location Leucippes' Labyrinth
Recommended Level Lv. 12
6000
Availability Chapter 5-3
Recommended Units
Requirements Story objective 02 for this chapter.
Victory Conditions Reach the Seat of the Sea Beast.
Failure Conditions Evan's forces are defeated.
Objectives
1) Defeat the legions of the dead!
2) Make your way to the Seat of the Sea Beast!
3) Defeat the spirit soldiers and the fangfish!
4) Make your way to the Seat of the Sea Beast!

In this Skirmish you'll make your way through Leucippes' Labyrinth to the Seat of the Sea Beast, and will encounter fangfish for the first time. The full walkthrough of this battle can be found on P.232.

Approaching the Ultimate

Location Nazcaä
Recommended Level Lv. 21
10000
Availability Chapter 9-3
Recommended Units
Requirements —
Victory Conditions Reach the feet of the Horned One.
Failure Conditions Evan's forces are defeated.
Objectives
1) Make your way toward the Horned One!
2) Hold fast against the forces of darkness until all four towers have been disabled!

After making landfall at Nazcaä near the end of the Main Story you'll face a major battle to reach the Horned One's domain. This is a lengthy, complicated Skirmish with many separate stages. You'll find a full walkthrough of it beginning on P.292.

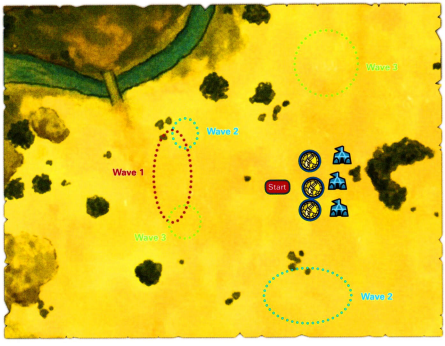
The Final Fight

Location Nazcaä
Recommended Level Lv. 23
10000
Availability Chapter 9-3
Recommended Units
Requirements —
Victory Conditions Bring the Horned One to his knees.
Failure Conditions Evan's forces are defeated.
Objectives
1) Bring the Horned One to his knees!

This Skirmish marks your first encounter with The Horned One, towards the end of the Main Story. It's both Skirmish battle and boss fight in one. For the full details and a walkthrough, see P.294.

Special Skirmishes

Invaders in Evermore I



Location
Heartlands

Recommended Level
Lv. 5
5000

Availability
Chapter 4–1

Recommended Units

Requirements
—

Victory Conditions
Defend Evermore from invaders.

Failure Conditions
All allied command posts are destroyed.

Objectives

1) Drive the invaders away from Evermore!
Wave ends in: 01m 00s 00ms

2) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms

3) Drive the invaders away from Evermore!
Wave ends in: 01m 30s 00ms

4) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms

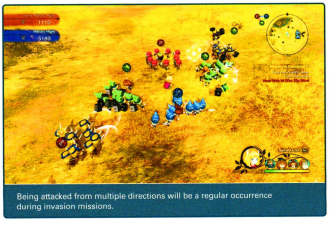
5) Drive the invaders away from Evermore!
Wave ends in: 01m 30s 00ms

Wave 1

Unlike most Skirmish Battles, during these kind of invasion missions you'll be assisted by allied units that aren't under your control. These will be consistently stationed at their Command Posts, serving as Evermore's last line of defense while you combat the approaching waves of invaders. Things start off easily: you only have to worry about two units at a time, and the next batch will appear at the same spots as their predecessors. Remember this pattern, as it applies to all enemy units throughout this mission!

Wave 2

You're given a short breather after defeating nine enemy units—make use of this window by calling for reinforcements if you haven't done so already. Matters soon become more complicated, because Evermore will be attacked from two sides simultaneously, by up to 21 units. Use Quick March often and employ your army's special tactics, or activate Shock Tactics if you're struggling to contain the enemy, though it would be best to save both your Military Might and your Guts Gauge for the next waves.



Being attacked from multiple directions will be a regular occurrence during invasion missions.

Wave 3

After another brief moment of respite, you're tasked with defending three angles at once. Quick March and ample use of special tactics will be important here to keep this conflict under control, and the units at the command posts will offer you some leeway if certain enemies take a long time to defeat. Throughout this phase of the mission it's more efficient to stand your ground close to the enemy units to capitalize on friendly covering fire, only moving further away from them if the enemy deploys ranged units from either side. Stationary installations, such as the cannon and siege tower (constructed via special tactics), will further strengthen such a strategy.

If, despite your best efforts, too many melee units start converging on Evermore at once, unleash Shock Tactics to significantly boost your offense and move from left to right (or vice versa) as you see fit. After this wave, consisting of up to 31 units, the invaders yield and Evermore is safe again!

Verninate the Horde!

Location
Calmlands

Recommended Level
Lv. 10

5000

Availability
Chapter 5–1

Recommended Units

Requirements
Side Quest 022

Victory Conditions
Defeat Wham and Bango.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Wallop Wham and Bango!
2) Make your way onward!
3) Wallop Wham and Bango!



A Provided you've recruited at least two Lancer units throughout your travels, this Skirmish Battle—connected to a Side Quest that'll gain you a powerful commander—shouldn't prove too difficult to win. Normally, wildfire wyverns would spell trouble, but they're so abundant here that an army hyper-focused on Lancers carries almost no risk at all. Wyverns are Swordsmen by nature, so they're a poor match against Lancers.

B Once you've beaten the original three, you'll see that the wyverns further down the path have engaged an enemy unit. Be the proverbial knight in shining armor for these allies, and pierce the dragon-like opposition with a flurry of spears! The Named wyvern up ahead protects a big Military Might Boost, and the irregular whamster units down the southern slope are equally fragile against your Lancers.

C Even the climax of this Skirmish Battle can hardly withstand the power of a Lancer-led army; the resident porcs make their alliance with the wyverns known, and coincidentally, they too are Swordsmen! Barring the named porc sporting a snazzy mohawk, who's actually a Malleteer, these units can all be swiftly overpowered by your Lancers. Rotate your own Swordsman squad to the front to keep the larger porchestrator under control, or simply wait for your own reinforcements to aid you, cannons included. If you're looking to kill time, repeatedly create distance with Quick March, since neither the wyverns nor the porcs are notorious for their mobility.


Be they grotesque wildfire wyverns...


...or porcs, they shall fall before Lancer units!

Fabricas's Fortlets



Location
Calmlands

Recommended Level
Lv. 9
2000

Availability
Chapter 4–5

Recommended Units

Requirements
—

Victory Conditions
Defeat all the bandits.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Batter the bandits!
2) Take over and rebuild the installations in preparation for the enemy's attack! More enemy in: 00m 30s 00ms
3) Batter the bandits!

A Fabricas, ever-enthusiastic about his installations, has chosen a prime location for his precious buildings, since the narrowness of this area means that most siege towers are able to cover each other if someone were to approach them. His foothold here is further strengthened by surrounding soldiers, with the initial two (a Malleteer and a Shieldsman) being first on your target list. Quickly approach them and draw them towards the minor slope you entered through, then eliminate them before cutting down the nearest siege tower. Quickly rebuild it (for later use) and swerve behind the larger central mountain to engage the next two units in relative safety. Before you repeat the above siege tower process, exchange blows with the two Swordsman units deeper into the stage, but make sure that the Archer unit is the last one you deal with.

B **C** After overcoming the siege tower situation and removing Fabricas's army, the man himself retreats in order to alert more of his bandit crew. In anticipation of their arrival, position yourself in between your recently-acquired installations and remain steadfast, because you'll be surrounded from both sides after the time limit! Whittle down the forces approaching from the eastern side (your original arrival point) first, and use offensive special tactics as often as needed on those that clump up around a siege tower. It won't take much time to procure a full Guts Gauge, so Shock Tactics need not be held back!



The large mountain will provide decent cover as you fight.



You'll only get 30 seconds to rebuild the siege towers, so get to work!

Invaders in Evermore II

Location
Heartlands

Recommended Level
Lv. 11
5000

Availability
Chapter 4-1

Recommended Units

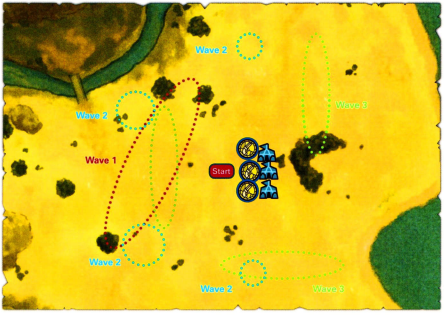
Requirements
"Invaders in Evermore I" completed.

Victory Conditions
Defend Evermore from invaders.

Failure Conditions
All allied Command Posts are destroyed.

Objectives

1) Drive the invaders away from Evermore!
Wave ends in: 01m 30s 00ms
2) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms
3) Drive the invaders away from Evermore!
Wave ends in: 01m 30s 00ms
4) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms
5) Drive the invaders away from Evermore!
Wave ends in: 02m 00s 00ms



Wave 1

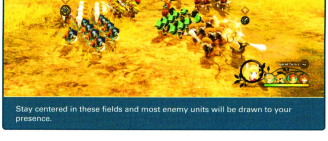
This second invasion Skirmish Battle will be more complex than the previous one, because there will be a lot more enemy troops. This time around the whamsters are attacking Evermore, initially sending up to 21 of their units in your kingdom's general direction. Confront these head-on during the first wave, moving left or right to stop the next batch dead in their tracks, as required. Don't worry about your army's composition just yet: barring Wally's Malleteers, the vast majority of enemy units are easily dispatched. Once they're dealt with, reinforce your troops and reposition yourself where the original whamsters showed their faces.

Wave 2

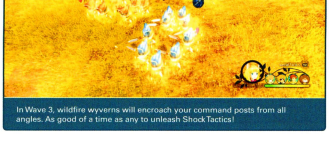
At the start of wave 2, you'll need to defend against an assault of up to 25 units spread out at four different angles. At the center—where you're already prepared—await four Lancer hedgehounds alongside the Malleteer squad led by Whamadeus, so eliminate the two without a leader first. Next up, quickly rotate any Sword units you have away from the hedgehounds after taking out Whamadeus, and make a hasty return to Evermore's command posts. The enemy units may already be facing some opposition, but fortunately these are just a couple of weaker irregular units.

Wave 3

Before the third and final wave of up to 27 enemy units arrives, return to your allies and call for reinforcements. Enemy units will converge around Evermore from all directions this time around, so patiently hold your ground until they've all closed in. Once they're in close proximity, activate Shock Tactics and set your sights on both the six wildfire wyverns and Batley's Malleteers, due to the relatively high damage they deal to your installations. Don't panic if a command post or two are torn asunder—they can be quickly rebuilt and Evermore will be fine as long as one or two of the others still stands. Following the whamsters' strong opening act, irregular units will attack from behind; put them in their place, and your kingdom's army will live to fight another day!



Stay centered in these fields and most enemy units will be drawn to your presence.



In Wave 3, wildfire wyverns will encroach your command posts from all angles. As good of a time as any to unleash Shock Tactics!

Joint Exercise: Code Yellow



Location
Calmlands

Recommended Level
Lv. 14
8000

Availability
Chapter 5–1

Recommended Units

Requirements
Side Quest 034

Victory Conditions
Defeat the forces from Goldpaw.

Failure Conditions
Evan's forces are defeated.

Objectives
1) Defeat the forces from Goldpaw!
2) Make your way onward!
3) Defeat the forces from Goldpaw!
4) Make your way onward!
5) Defeat the forces from Goldpaw!
6) Make your way onward!
7) Defeat the forces from Goldpaw!

A This is a rather unorthodox Skirmish Battle; unlike other missions, the canine soldiers hailing from Goldpaw are perpetually obscured here as a part of a training simulation. By inching closer to one of the two command posts exposed further up ahead—we recommend the bottom one—you will suddenly find yourself enclosed by seven units of various types. Keep your composure and instantly turn your attention to the Lancers up ahead, so that at least one command post can be converted (post-demolition) to your side. Turn back to face the Malleteers, and overwhelm the remaining resistance at the second command post.

B With the gate now unlocked, a friendly unit will join your fight. Hurry on over to its side, then quickly disarm the enemy forces and the two siege towers in close proximity, before continuing onward. The opposing general has placed ambushes throughout this stage, as multiple fangfish lurk under the ground, with three in particular emerging after you pick up the small Military Might Boosts near the trees to the north. It's not necessary to defeat them, but doing so will earn you some Might boosts.

C Have your Lancers march through the gate here first, as upon your arrival two cannons accompanied by three units (two of which are Swordsmen) will block your progress. After thwarting them, two more Swordsman units make their presence known up ahead, led by Noh Wei's Malleteers in an attempt to counter your Lancers. This demands more refined positioning of your army compared to before, unless you use special tactics to quickly deal with them!

D Here is where your Shock Tactics will be most advantageous, because multiple units and siege towers await after passing the gate. Ignore the lone Sorcerer unit and siege tower; run over to the other forces up ahead instead, and dole out Evermorian justice! Retreat behind the central hill if you're in need of cover from the arrows. Finally, Li Da makes a last stand further down to the west, alongside two wildfire wyverns. Use up your Guts Gauge to show them the error of their ways and achieve a well-earned victory!



You can pick up a free Military Might Boost (without fangfish) at the end of the bridge, previously created for Boddly's Red Red Rose quest.

Invaders in Evermore III

Location
Heartlands

Recommended Level
Lv. 17

5000

Availability
Chapter 4–1

Recommended Units

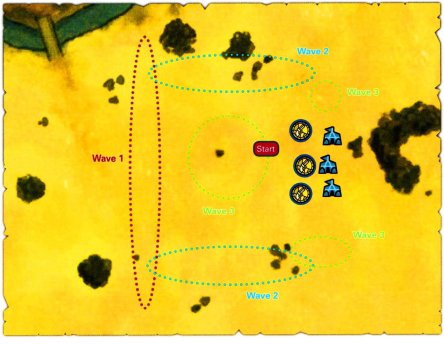
Requirements
"Invaders in Evermore II" completed.

Victory Conditions
Defend Evermore from invaders.

Failure Conditions
All allied Command Posts are destroyed.

Objectives

1) Drive the invaders away from Evermore!
Wave ends in: 01m 30s 00ms
2) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms
3) Drive the invaders away from Evermore!
Wave ends in: 02m 00s 00ms
4) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms
5) Drive the invaders away from Evermore!
Wave ends in: 02m 00s 00ms



Wave 1

The bandits are a tenacious bunch indeed, taking yet another crack at invading Evermore! As always, the first wave is just a warm-up; only four initial units form the bandits' first strike, and nothing chaotic should happen as additional troops join over time. There are some minor differences here compared to previous invasion Skirmish Battles: irregular units aren't quite as prevalent as before, and more units join the fray in short succession, making it less practical to hold your ground at the center of the battlefield. Counter Lancers, Malleteers, or Swordsman accordingly until you've driven back up to 31 enemy units.

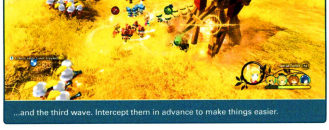
Wave 2

Before the next wave begins, place yourself either to the left or right of your command posts, because the enemy will suddenly construct siege towers. Quickly destroying one of them and rebuilding it creates a bit of breathing room before the bandits get within reach of your allied units, allowing you to claim their second installation with ease. While they distract the enemy's melee units, placing more siege towers alongside the existing ones (if you have the necessary special tactics) will distract the bandits even further. This phase ends after fending off up to 21 enemy units.

Wave 3

The bandits decide to kick it up a notch with their siege tower placements during the final wave. They'll have one both north- and southward, and three directly in front of your command posts. Demolish these three immediately with Shock Tactics, and then rebuild them, so that the enemy's units struggle to break through. Having established this line of defense, you can now divert your attention to your flanks. Hold your line wherever you deem it necessary, and when you've defeated up to 21 units, your soldiers will proudly raise their armaments in celebration!


Siege towers will be introduced during the second wave...


...and the third wave. Intercept them in advance to make things easier.

Rage of the Righteous



Location
Rolling Hills

Recommended Level
Lv. 17
5000

Availability
Chapter 9-1

Recommended Units

Requirements
Side Quest 005 and 122

Victory Conditions
Defeat Bonkers.

Failure Conditions
Ya Pi is defeated.

Objectives
1) Work with Ya Pi to defeat Bonkers the Bad!

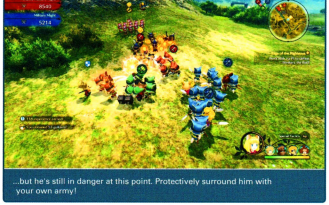
A You may have met Ya Pi in Goldpaw before; as Pugnacius's right-hand military leader, he has a strong sense of integrity. In collaborating with Evan, he seeks to rid injustice from a region not far from his homeland. This Skirmish Battle is similar to other escort missions—you'll have to make sure that the general sees his quest through until the very end—but this time your charge is a formidable commander. Immediately widen the gap between him and yourself via Quick March and assault the enemy units at the command post ahead. Use your Lancer units to easily dispatch the squads of Swordsmen—if you then level the siege tower behind them, the gate towards the next step will open.

B Do not let the suspicious silence deceive you, for of course the bandit's trap is waiting to be sprung! Surround Ya Pi with your forces here, establishing a layer of protection, with your Lancer and Swordsman units covering the rear and front, respectively. Since this patch of land is full of opposing units, this would be a perfect time to deploy your special tactics. The next gets unlocks after the opposition has been defeated.

C The end of Bonkers's criminal conduct draws near, as the infamous bandit is now cornered inside his base. Though numerous, his Swordsman units will not rival your Lancers. By now your Guts Gauge should be nearly full, making the fight even more one-sided once you let loose your Shock Tactics. Ignore all the installations while your Shock Tactics are active; these structures are of no importance to the main objective, which is defeating Bonkers himself. Pin this unruly bandit down and this Skirmish Battle will be nicely wrapped up.



Ya Pi wisely predicts a bandit trap...



...but he's still in danger at this point. Protectively surround him with your own army!

Delivery at Any Price!

Location
Near Crossover Bridge

Recommended Level
Lv. 17
5000

Availability
Chapter 7–1

Recommended Units

Requirements
Side Quest 074

Victory Conditions
Escort all deliveries safely.

Failure Conditions
Any delivery unit is defeated.

Objectives
1) Defend the delivery robots!

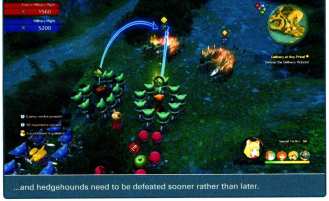


A A commerce route for delivery robots has been compromised, so Evan has to clear this pathway of bandits. As is standard protocol for these escort missions, you'll want to stay ahead of the allied units. Not much resistance is offered by the bandits during the opening stretch, however: only three enemy Malleteers attack shortly after your arrival, and the downward slope further east is only guarded by two irregular melee units, plus a lone siege tower. All of these are fairly easy to best, leaving you with a clear path forward.

B Don't wander too far away from your allies here: three wildfire wyverns reveal themselves once the delivery robots get close enough; neutralize these monster units first. Since these robots keep moving even in the face of adversity, having two Lancer units in your army will avoid potentially getting stuck here. Annihilate the installations (three siege towers and a cannon) while keeping a watchful eye on the robots to help them out if needed. Use special tactics as often as needed to control the enemy units in this area.

C There's one final obstacle before you reach the marked destination: a pack of hedgehound Lancers attempt to ambush the delivery units! The robots sense their presence and promptly decide to halt their movement until these creatures are dealt with. Thankfully, all it takes is a single Malleteer unit to block their assault, so position yourself accordingly as they descend from the high ground. Push through and this Skirmish Battle will be successfully concluded!


Even wildfire wyverns harbor hatred towards the delivery robots...


...and hedgehounds need to be defeated sooner rather than later.

Marlene: A Conjurer Corrupted



Location
Rolling Hills

Recommended Level
Lv. 18
5000

Availability
Chapter 9–1

Recommended Units

Requirements
Side Quest 138

Victory Conditions
Defeat Marlene.

Failure Conditions
Evan's forces are defeated.

Objectives

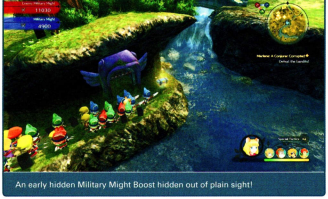
1) Defeat the bandits!
2) Defeat Marlene!

A After the events in Ding Dong Dell, a former member of Mausinger's army has gone off to live a life outside the kingdom, amongst bandits. Unwilling to listen to the pleas of her past colleagues, it falls onto Evan to convince Marlene to return. Your first order of business is to duke it out with one Swordsman and one Fusilier unit guarding the locked gate; this won't prove problematic for your collective army. Descend into a narrow pathway by the river after positioning your Malleteers forwards and you'll be pestered by arrows from two siege towers; smash them to smithereens after walloping the enemy Lancers with your hammers.

B From here you can choose between two options: picking up the two medium Military Might Boosts to your right (causing two hidden whamster irregular units to pounce on you), or clobbering more henchmen to the left. The first choice is the easiest route to your next destination, while the second is more rewarding for your Guts Gauge. If you opt for the west side first, stay at the foot of the hill when approaching the next units, treading just outside the siege tower's line of fire. Rotate your own troops accordingly as you lure the enemy's melee units (one of each type) towards you, and move on to the north once the area is clear.

C Defeating the three ranged units stationed here—these squads can easily be eliminated one-by-one—provides safe passage through the next gate. Rush to the command post ahead while ignoring the siege tower. Four more units will reveal themselves, so after destroying the command post, lean your units into the northern wall and call for reinforcements if necessary. Maneuver towards the siege tower to retaliate—counter the remaining mixture of ground forces and after destroying the westward siege tower (a good installation to rebuild), it's time to knock some sense into Marlene!

D In this area, you only need to overpower Marlene's soldiers. Everything else is of secondary importance, so you can ignore the nearby cannons if you're comfortable avoiding their explosive projectiles. Position your Swordsmen at the front to handle her Malleteers more effectively, and unleash Shock Tactics. Various special tactics are also a good idea here, due to the tightly-packed formation of Marlene's troops, so don't hold back in order to wrap up this Skirmish Battle!



An early hidden Military Might Boost hidden out of plain sight!



Backing up into this corner gives you a fairly safe location to summon reinforcements from, if needed.

TYRAN, REEL KING

Location
Heartlands

Recommended Level
Lv. 19
5000

Availability
Chapter 5-1

Recommended Units

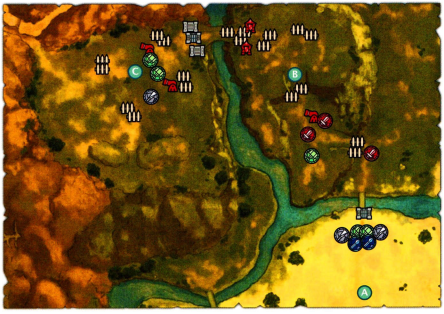
Requirements
Side Quest 031

Victory Conditions
Avoid a bandit victory at all costs!

Failure Conditions
Evan's forces are defeated.

Objectives

1) Batter the bandits!



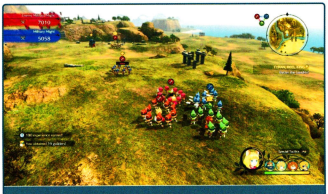
A Tyran, bandit wordsmith extraordinaire, has grown resentful of Evan ending his past reign; cue a rematch! Commanding an army once more, he's reclaimed the area just outside the plains of the Heartlands and set up a number of installations. Two Lancers, two Malleteers, and two irregular units are guarding the gate ahead, so either use the appropriate melee units to overcome them (without spending your resources) or use special tactics such as Air Raid, due to their tight formation. The gate Tyran guarded opens, and he temporarily flees.

B A small group of primarily Swordsmen await you past the gate, and will be supported by a cannon that launches its projectiles down to the slope that's blocked by destructible fences. This provides you quite a bit of time to react to each cannon ball, and the open space up ahead is ideal for using a lot of Quick March. Rebuild the cannon for what awaits next; the return of Tyran! He and his army of six units await you in front of the next gate, and his three Malleteers are assisted by two Shieldsmen. These can be trounced by a Swordsman and Sorcerer unit, but you can also use area-of-effect special tactics if your army lacks these units. If you need to retreat, fall back to your previously-secured cannon and call for reinforcements.

C After destroying the siege towers in front of the gate, it'll unlock and reveal a sizeable opposing army. Tyran is accompanied by nine units (mostly irregulars) as well as two cannons. Thanks to the vastness of this perimeter, you're free to maneuver to your heart's content—head straight for one of the cannons to disable it, then activate Shock Tactics to whittle down the brunt of Tyran's forces. Move east if your army needs a moment to recover outside the range of the last cannon, and gradually eliminate the remaining enemy units (which are likely to be Malleteers) for yet another crushing victory over Tyran!

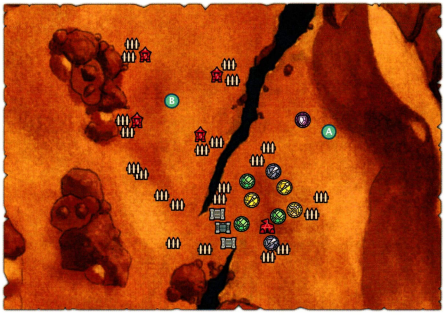


Tyran is up to his old shenanigans again!



Busy as this final showdown may seem, at least the battlefield itself is very spacious.

Flames of the Firedrake



Location
Drylands

Recommended Level
Lv. 19

5000

Availability
Chapter 9–1

Recommended Units

Requirements
Side Quest 124, "Lost Souls' Lament" completed.

Victory Conditions
Defeat all enemies.

Failure Conditions
Callianeira is defeated.

Objectives

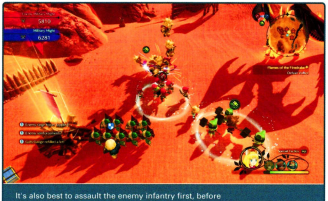
1) Obliterate the enemy!
2) Defeat Whamelie!
3) Defeat Volko!

A Much like her pupil before her, Speio's former priestess teacher requests Evan's aid. Volko the Incineraptor needs to be appeased, and will only peacefully align with Callianeira after she proves her worth in a Skirmish Battle. The first camp is populated by irregular units and Malleteers. The Malleteers need to be prioritized, since they're optimal against Callianeira's Shieldsmen. For this reason, we recommend at least two Swordsman squads. Avoid the Incineraptor's attacks until you've thinned the rodents' numbers considerably, then turn your attention to the fire-spewing dragon itself. Bring down the southwards enemy command post last, since it's best not to leave Callianeira unattended for long here.

B Much like most escort missions, running ahead of Callianeira after the previous battle will buy you some precious time. Her behavior is out of your direct control, so start approaching your next foes without her. Once again, enemy forces are a mix of irregular units, now assisted by four siege towers. Head toward them, taking them out one at a time. Only the nearest two siege towers need to be torn down, using Shock Tactics if necessary. Eliminating these will better protect Callianeira, because you will also combat Volko outside the range of the back row. Although he boasts higher-than-average durability, engaging Volko is no different than battling any other Incineraptor, and defeating him constitutes passing his test of might.



Malleteers directly counter Shieldsman units; eliminate them quickly!



It's also best to assault the enemy infantry first, before fighting the Incineraptors.

Joint Exercise: Code Blue

Location
Leucippes' Labyrinth

Recommended Level
Lv. 24
8000

Availability
Chapter 6–1

Recommended Units

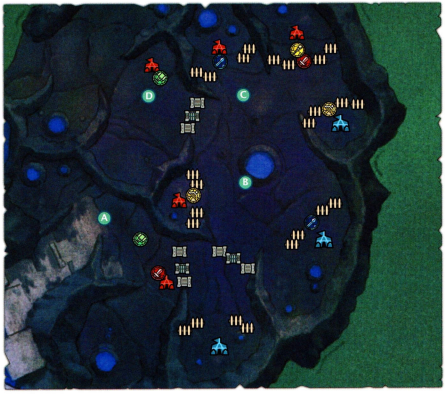
Requirements
Side Quest 053 and 062

Victory Conditions
Defeat the forces from Hydropolis.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Defeat the forces from Hydropolis!



A Now that Evermore is in good standing with another nation, your army has an opportunity to resume training. Similarly to Code Yellow with Goldpaw's army, Code Blue is a war simulation, orchestrated by the forces of Hydropolis. While more intricate than the previous mission, at first it teaches you a simple lesson: keeping command posts is very important! Only two enemy units are stationed at the very first hostile one, and after defeating these—and rebuilding it—rush through the unlocked gate to flank the irregular units that are attacking your allies.

B From this point onward you have to contest with mixed ground troops along with named units, Incineraptors, and command posts. Cut off your foe's (otherwise endless) supply of reinforcements by targeting the command posts first. Skirt around the giant dragon's flame attacks while prioritizing the surrounding enemy units. While these troops aren't too threatening in isolation, they will consistently chip away at your army if you engage the Incineraptor instead.

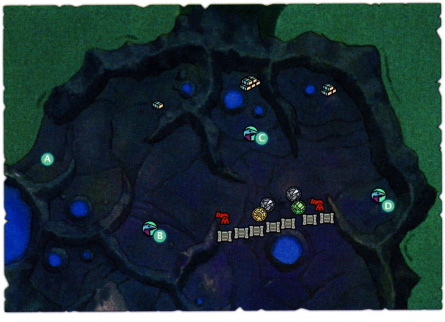


Your allies will contend with the Incineraptor, freeing you to pursue the enemy command posts.

C Nine more hostile units, two command posts, and a second Incineraptor await you next. Although this is an even more crowded situation than the preceding step, you're assisted by a small gathering of allied units that will briefly distract the opposition. To avoid slowing your allies down, defeat the two enemy squads (a Malleteer and an irregular) that are already heading your way, while your allies will face the Incineraptor. In the middle of this confrontation, veer to the right of the big crater, so you can focus on both command posts uninterrupted. Once they've been demolished and rebuilt, divert your attention to the Incineraptor and whoever else may be left.

D It's highly likely that your allies will have met their demise, but their lives were not spent in vain. Only seven more enemy units obstruct the road to victory, with Hydropolis's army rolling out not only a porchestrator, but a third Incineraptor. Use special tactics to deal with the standard ground troops, and once their numbers have been suitably deflected, smash their command post to the ground. Keep heading westward from here to summon more allies, and then unleash Shock Tactics to take out the monster units. With the duo succumbing to Evermorian strategies, you'll have bested Hydropolis's training exercise!

Angling for Fangfish



Location
Leucippes' Labyrinth

Recommended Level
Lv. 25
5000

Availability
Chapter 6–1

Recommended Units

Requirements
Side Quest 052 and 061

Victory Conditions
Defeat six fangfish.

Failure Conditions
The fangfish cannot be defeated in time.

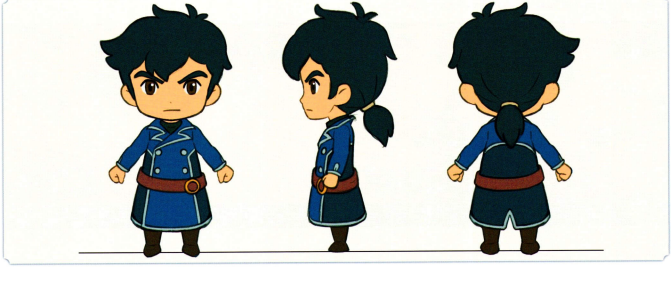
Objectives

1) Defeat the fangfish! Time left: 05m 00s 00ms

A In spite of the fangfishes' towering physique, your army's combined strength will ensure their downfall. With enough planning these gigantic land creatures (categorized as Lancers) won't stand a chance, and while not mandatory for success, we recommend at least two or three Malleteer units within your army to speed matters up as much as possible. This Skirmish Battle is basically a timed hunting mission and on the map above we've marked all of the relevant hunting spots, with three fangfish being dug in at point C. The whamsters, as well as the cannons near the man-made wall, can be ignored, and opposite the fangfish at point D lurk a few more obscured (and entirely optional) irregular units.



The enemy units at this wall have no relation to this Skirmish Battle's overarching objective.



Invaders in Evermore IV

Location
Heartlands

Recommended Level
Lv. 25
5000

Availability
Chapter 4–1

Recommended Units

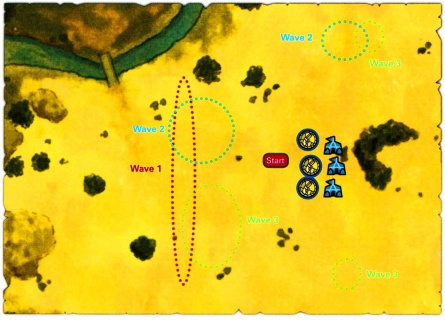
Requirements
"Invaders in Evermore III" completed.

Victory Conditions
Defend Evermore from invaders.

Failure Conditions
All allied Command Posts are destroyed.

Objectives

1) Drive the invaders away from Evermore!
Wave ends in: 02m 00s 00ms
2) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms
3) Drive the invaders away from Evermore!
Wave ends in: 02m 30s 00ms
4) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms
5) Drive the invaders away from Evermore!
Wave ends in: 03m 00s 00ms



Wave 1

Evermore's invaders have yet to lose morale and now they've enlisted more porcs. These talking, bipedal porcines are classified as Swordsmen and can resist more of a beating than standard units, so they'll take up more of your time. For this reason it's best to include two Lancer units in your army; if left unchecked, three of them will always simultaneously trudge their way towards your kingdom. The first phase ends after defeating up to 21 porcs.

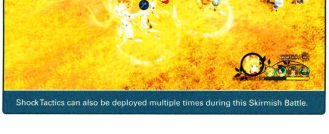
Wave 2

Change of plans during wave 2: the whamsters make their return and they've got a good feeling about their Malleteers, since they're their most dominant unit in this Skirmish Battle. The second half of your army should therefore consist of two Swordsman units to help dispatch them. Irregular units populate the rest of the whamster posse, so your only legitimate concern here should be the Malleteers that approach from the north side of your command posts. Use your Shock Tactics at the start of this phase, since you'll undoubtedly restore your Guts Gauge to full capacity later on. You'll have a moment to pause after slaying up to 32 whamster units, during which you should move south of your command posts.

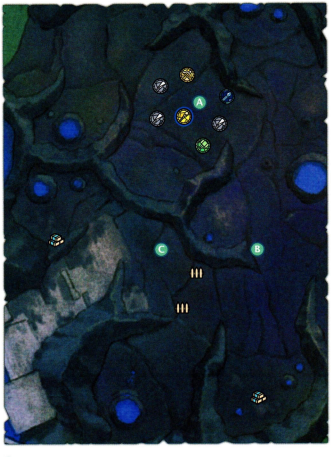
Wave 3

Your foes are pulling out all the stops for the final wave, because now their combined troops will appear on the golden Heartlands plains. The porcs will be the hardest hitters, so eliminating them first is a good idea. Shock Tactics are best saved for when a lot of whamster units converge on your command posts, because your Lancers will rapidly eliminate the porcs. Due to the necessity of moving left and right to defend your installations, and the Military Might Boosts you'll earn from the porcs, you can freely launch your special tactics; offense-oriented ones are particularly good for reducing the number of whamsters on the battlefield. Repeat this process until up to 32 units have been downed, and Evermore remains unharmed!


Porcs will attack you en masse during this mission!


Shock Tactics can also be deployed multiple times during this Skirmish Battle.

Lost Souls' Lament



Location
Leucippes' Labyrinth

Recommended Level
Lv. 27
5000

Availability
Chapter 6–1

Recommended Units

Requirements
Side Quest 051

Victory Conditions
Defeat the legions of the dead.

Failure Conditions
Speio is defeated.

Objectives

1) Work with Speio to defeat all of the spirit soldiers!

A Speio, a resident of Hydropolis, is one of the few sorcerers who might eventually decide to move to Evermore, but first you need to offer a helping hand by escorting her through Leucippes' Labyrinth. This Skirmish Battle immediately places you in a bad position, so protect Speio by forming your army around her. Now fight the enemy Lancers and Malleteers, followed by any melee-oriented irregular units that haven't been taken out during this ruckus. Like many other escort missions, widening the gap between you and Speio is critical to lowering the amount of casualties, so press onwards with Quick March whenever you have Might Gauge to spare.

B Directly below and above **Position B** on the map, you'll stumble upon two groups of four units; one set of Lancer troops and three irregular squads. Each time, it's preferable to defeat the enemy's spear soldiers before eliminating the rest, then rush on over to **Position C** as fast as possible.

C Extra caution is advised here: this final area is why we recommend at least two Lancer units for your army composition. A whopping eleven units try to halt Speio once she gets close, and the majority of them are Swordsmen. Some of these enemy forces have their defense empowered, and Shock Tactics not being available yet only exasperates the situation. Any special tactics that can create distractions, slow down the opposition or attack a targeted location will be indispensible here before the enemy Swordsmen draw closer, at which point you need to turn your Lancers to face them. Keep a watchful eye on your Guts Gauge too, since instantly deploying Shock Tactics can get Speio out of trouble if she happens to wander away from your protection.



You are instantly surrounded in this mission, so huddle up around Speio to guard her from enemy forces.



An impressive group of units with improved defense awaits Speio at the end of this area!

Joint Exercise: Metal Test

Location	**Recommended Level**
Junkyard Mire	Lv. 28
	8000
Availability	**Recommended Units**
Chapter 7–1	

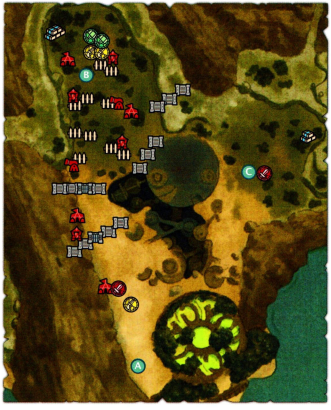
Requirements
Side Quest 073 and 092

Victory Conditions
Defeat the forces from Broadleaf.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Defeat the forces from Broadleaf!
2) Defeat Captain Smith! More enemy in: 01m 00s 00ms
3) Defeat Captain Smith!



A Goldpaw and Hydropolis each played a part in molding Evan into a more experienced commander, and so too will the army of Broadleaf. Captain Smith is a central figure in this simulated Skirmish Battle, and he's not without a trick up his sleeve. The mission starts out by confronting you with two enemy units who defend the first command post. Claim it as your own, and a gate will open, behind which is another command post defended by three melee units (two Malleteers and a Lancer) and a siege tower. Immediately target both installations, based on which one is closer—defeat just two of the three enemy units and then retreat back to where you originally came from.

B Properly finishing the objective in the previous step results in a dilemma as soon as the next gate unlocks: either hurry through a densely-fortified section to defeat the general and end the mission, or let Captain Smith's reinforcements arrive after a minute passes. Neither outcome is a positive one, and both end results can lead to chaotic and unpredictable battles. So we'll instead take a little detour...



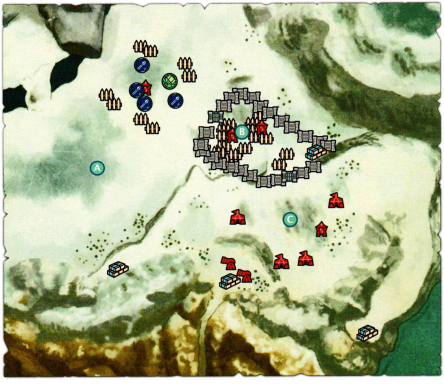
Try to help your allies with the porcs and following porcestrator as much as you can...

C An inconspicuous group of soldiers have been locked in combat here all along, being thrashed around by a mob of porcs and their porchestrator leader. Annihilate these monsters quickly, so that any survivors can join you for a two-pronged offensive strike. While you march back to the west gate and beat up the final enemy unit, your allies will be able to distract a portion of Captain Smith's current forces. Rushing him down becomes substantially more practical through this method, and thanks to your scuffle with the porcs, by now you've attained a full Guts Gauge! Activate your Shock Tactics without hesitation, liberally employ Quick March and it won't take long for the commander-in-charge to succumb to your army!



...as they won't be of much help to you with dwindling numbers.

Whamelie Feud I



Location
Crash Site

Recommended Level
Lv. 28
5000

Availability
Chapter 7–1

Recommended Units

Requirements
—

Victory Conditions
Destroy the enemy base.

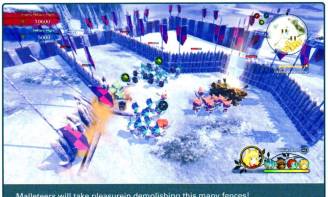
Failure Conditions
Evan's forces are defeated.

Objectives
1) Obliterate the enemy!

A If you thought whamsters would shy away from inhabiting the tundra, then think again! Those furry menaces have built a fairly large encampment here, and they've tamed packs of hedgehounds to bolster their army. This means that along the way you'll frequently be dogged by Lancer units, so counter them with multiple Malleteers. For your first encounter, stay just barely outside the destructible fences so that your foes feel compelled to attack you, rendering the single siege tower unable to land arrows on your army. With its guards out of the picture, destroying this installation will be easy.

B Numerous wooden fences populate the middle point to your right, which won't be an obstacle for your Malleteers, even with a few siege towers and enemy units lurking in the vicinity. Flatten everything with your hammers to fill up your Guts Gauge for the next notable scrimmage. Lastly, collect the big Military Might Boost by the corner near some trees, before progressing onwards.

C Whamsters and hedgehounds are packed shoulder-to-shoulder at this point, so there's only one thing to do. Rush through the gate, quickly demolish the western command post, and keep moving uphill, where you'll see two cannons. Convert these to your side, retrace your earlier steps and lay waste to the opposition with your Shock Tactics and newfound installations. You can even throw in some special tactics for added overkill if you wish! The mayhem of this Skirmish Battle officially subsides once all enemy units (and their structures) have been eradicated.



Malleteers will take pleasurein demolishing this many fences!



Enemy units will not run up to these two cannons once built anew.

Whamelie Feud II

Location
Permafrost Plains

Recommended Level
Lv. 33
5000

Availability
Chapter 7-1

Recommended Units

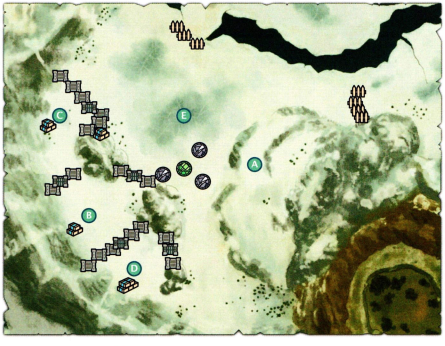
Requirements
"Whamelie Feud I" completed.

Victory Conditions
Defeat all enemies.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Obliterate the enemy!
2) Make your way onward!
3) Obliterate the enemy!
4) Make your way onward!
5) Obliterate the enemy!
6) Make your way onward!
7) Obliterate the enemy!



A The whamsters in Jack Frost's Playground are plotting something again, having pieced together a new base from scratch. Affectionately called the House of Hurt, this domain is sprinkled with a dash of deception! Unfortunately for them, the whamsters didn't manage to assemble well-trained armed forces, since the majority will be fragile melee irregular units. For this reason we recommend two Swordsman units here, along with a Malleteer and Lancer. Eliminate the initial units (led by a named one called Drumstick), head past the opened gate, and you'll venture into the whamsters' web of deceit...

B In this seemingly desolate area, four irregular units and a siege tower will emerge from underneath the snow as you collect the Military Might Boost placed in plain sight, and will quickly close the only exit behind you. Rotate your Malleteers to dismantle the siege tower, and the surrounding whamster forces will soon buckle under the offensive pressure of your Swordsman units.



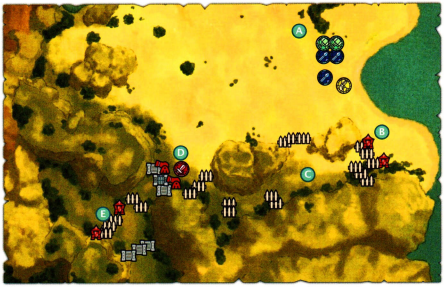
Whamsters like to hide in layers of snow this time around.

C Moving on, the enemy has unabashedly unlocked the next gate in order to repeat their trap, except this time there's an extra cannon thrown into the mix, and the siege tower is positioned further away from the Military Might Boost used as a lure. Have your Malleteers wreck the cannon and then the siege tower, whilst your Swordsmen slice the irregular whamster units out of commission.

D Continue humoring the whamsters by marching outside through the north-eastern gate, and trudging through the snow all the way to the penultimate objective—the lengthy promenade that's evidently essential to their master plan. Here they've done away with the siege towers, instead opting for two cannons to lend suppressive fire to their ground forces, including a named Malleteer unit. Be quick on your toes to avoid the explosive projectiles, have your Swordsman eradicate the whamsters, and turn your own Malleteers' attention to the installations.

E All pretenses have been tossed aside now: head back outside through the central gate and you'll see four cannons and a few irregular units. But that's not all! Reinforcements arrive shortly after engaging these forces, with four more whamster units (two ranged and two Malleteer squads) being joined by two porcs and a wildfire wyvern. Since the monster units are separated, your Lancer unit shouldn't struggle against them, especially if you decide to unleash your Shock Tactics. The cannons are entirely exposed too, so they're easily destroyed. Maybe these rotund rodents will design a better House of Hurt next time!

Tyran's Lucky Country



Location
Heartlands

Recommended Level
Lv. 34
5000

Availability
Chapter 7–1

Recommended Units

Requirements
Side Quest 090 and "TYRAN, REEL KING" completed.

Victory Conditions
Avoid a bandit victory at all costs!

Failure Conditions
Evan's forces are defeated.

Objectives
1) Batter the bandits!

A Tyran's stubbornness is almost charming... Ignoring that he still wants to snatch Evermore away from you, of course. A square-shaped bandit formation consisting of two Malleteer and two Lancer units waits at your kingdom's doorstep. With this rotating composition, Tyran counter-acts the vulnerabilities of his troops, requiring a more refined approach on your part. Neutralize the two stand-alone Lancer and Fusilier squads behind him first. Doing this lets you weave in and out of the formation's attack range without interruption. Gradually chip away at this group, and reposition based on how Tyran's units are turning. Go in for the decisive blows once one of the two unit types is eliminated! Remember this routine throughout the Skirmish Battle.

B Unsurprisingly, Tyran flees the scene after giving his excuses, so advance on the installations to the south. Another combination of Lancer and Fusilier units will approach next, but don't commit to fighting them until after you've lured them away from their siege towers. Following their defeat, annihilate the two siege towers (as well as the wooden fences for a boost to your Guts Gauge) and gather reinforcements for the upcoming phase. Restoring the siege towers isn't essential, but doing so will establish a safety zone that you can later retreat to.



Tyran frequently rotates his units to give you a harder time. Do so in kind!

C Don't barge in just yet, because you want to reduce the amount of units you'll fight at once, due to the enemy's diversity. Focus on the separate Lancers first, as defeating them leaves the Sorcerers behind them practically defenseless, and re-enact the back-and-forth dance from your previous bout with Tyran's formation. The formation has replaced its Lancers with Swordsmen, but the tactics used for **Position A** still apply here. You can use Shock Tactics to speed this up, as it can be replenished again fairly quickly.

D With Tyran gone again, approach the western gate whilst clashing with isolated units in between the destructible fences. Stay mobile here, since cannons will be firing at you from quite a distance away. After demolishing the third row of walls, Slasher (a Swordsman) will attempt to stall you, so pre-emptively position your Lancer soldiers accordingly. Next, rotate your Malleteers to the front to deal with the lone enemy Lancer unit and the two cannons, and Tyran will launch a surprise attack from the rear! You'll have to fend off Swordsman, Fusilier, Malleteer, and Shieldsman troops, so using some special tactics is a good idea.

E Tyran retreats one last time, to the south-west corner of the area. The bulk of his final forces won't show up just yet; a Lancer unit, two Malleteers, and two siege towers need to be struck down first. Destroy the wooden fences in the process to boost your Guts Gauge. Once you reach the designated location, Tyran's square-like formation will stand before you, this time combining Malleteers with Archers. The usual routine applies here, but you can significantly shorten this scuffle by activating Shock Tactics, causing Tyran to surrender one more time!

Invaders in Evermore V

Location
Heartlands

Recommended Level
Lv. 35
5000

Availability
Chapter 4–1

Recommended Units

Requirements
"Invaders in Evermore IV" completed.

Victory Conditions
Defend Evermore from invaders.

Failure Conditions
All allied Command Posts are destroyed.

Objectives

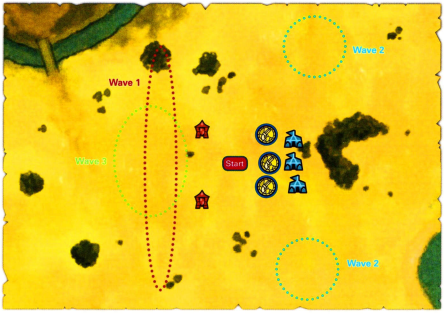
1) Drive the invaders away from Evermore!
Wave ends in: 01m 30s 00ms

2) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms

3) Drive the invaders away from Evermore!
Wave ends in: 02m 00s 00ms

4) Drive the invaders away from Evermore!
More enemies in: 00m 12s 00ms

5) Drive the invaders away from Evermore!
Wave ends in: 02m 30s 00ms



Wave 1

Although you've protected Evermore many times before, your enemies are becoming more proficient at their invasion attempts. The first wave of this Skirmish Battle starts off with quite a bit of action compared to past missions: four enemy units (split into groups of two per side) and two siege towers will continuously attack you. Prioritize the siege towers from the get-go, because restoring them distracts the enemy long enough for you to maneuver left and right without your command posts being damaged. There will be a moment to recuperate after defeating up to 21 units, and we recommend heading north or south from your base during this period.

Wave 2

A lengthy, two-pronged assault occurs from this point onwards. Cannons are constructed as soon as this wave commences, so instantly activate Shock Tactics to rapidly tear them apart. This allows you to Quick March for longer, so you can repeat the process on the opposite end of the area. Enemy ground forces will attack alongside these cannons, so until the objective timer expires, you're obliged to shift your army to and fro. Activating Wyrm Whistle and Place Guard Post near your command posts is a good idea; these are particularly helpful special tactics in delaying enemy troops, especially when co-operating with the allied units, so consider this strategy if you're struggling. This wave ends after up to 22 units have been bested.

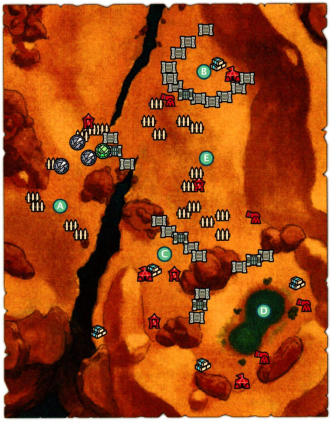
Wave 3

Thankfully, the back-and-forth will cease come the final wave, since the bandits will concentrate their last units in the center of the field again. Rebuild your siege towers if they were destroyed during the previous wave, and move in front of one, because new enemy installations will materialize a few steps ahead of them. Reducing these cannons to debris—unleash Shock Tactics to speed this up—will allow your siege towers to stick around for a while longer, and they'll attract the attention of every one of the 21 units this wave has to offer. Clear out the initial enemy forces, keep your army within the attack range of your installations, and you're set for the rest of the mission!


Two siege towers will appear at the start of the mission...


...so taking them down and rebuilding them when possible will be a smart decision!

Whamelie Feud III



Location	**Recommended Level**
Splitstone Canyon	Lv. 40
	5000
Availability	**Recommended Units**
Chapter 7-1	

Requirements
"Whamelie Feud II" completed.

Victory Conditions
Defeat Whamelie.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Obliterate the enemy!
2) Find Whamelie!
3) Obliterate the enemy!

A Resilient as Whamelie may have been in the past, this Skirmish Battle marks the last time this whamster will trouble you! It's a relatively open-ended mission in that you can attack three separate hot-spots in any given order. Start by destroying the wooden fences behind you to begin filling up the Guts Gauge. Ahead of you, a handful of enemy units (mostly irregulars) have secured the entrance to the main area; be especially careful with the whamster Malleteers. Their siege tower will fall before long too, since no one else is around, and now you're able to enter the whamsters' domain.

B Heading north-east, four more irregular melee units attempt to impede you. They're all very spread-out, making them no match for your combined army. Next, destroy the nearby wooden fences again, then destroy and rebuild the cannon placed near the gate walls. Once you inch closer to the seemingly-deserted command post, the gate behind you shuts itself and you'll be surrounded by five whamster units. All but one are irregular units, so immediately back yourself up against a wall (in order to see every one of them) and gradually whittle them down. Restore the command post (something you should keep doing throughout the mission) after destroying it, and move on.

C Pummel any installations and enemy forces in your direct path while traveling to the south-western corner of the base. Here you'll find two siege towers—you can already demolish the nearest one without alerting the opposing troops—and a command post; start focusing on this installation when the cycle begins anew. The irregular whamster units here should be easily dealt with, so advance to the oasis next door once the second siege tower is destroyed.

D The south-eastern cannon will be your first target, followed by other installations lined up beside it. Although enemy reinforcements do arrive here, due to the centralized pool of water they can't easily reach your army as you move from one cannon to the next, so be sure to capitalize on this! Concentrate on the few enemy units left after wrecking the command post, and then head back outside.

E Whamelie is getting upset with Evan for ransacking her base, so eight units have been rounded up in a last effort to suppress the anti-whamster onslaught. Their increased variety is all for naught, because you only have to activate Shock Tactics to remind her that Evan's forces are not to be trifled with.



Past this gate, you can move in three directions in any order you like.

Invaders in Evermore VI

Location
Rolling Hills

Recommended Level
Lv. 42
8000

Availability
Chapter 4–1

Recommended Units

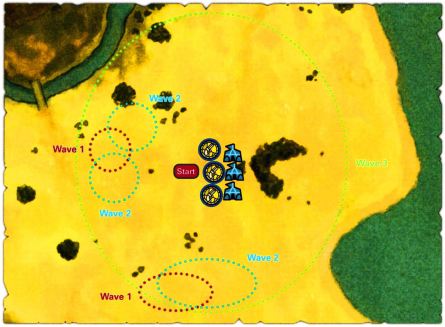
Requirements
"Invaders in Evermore V" completed.

Victory Conditions
Defend Evermore from invaders.

Failure Conditions
All allied Command Posts are destroyed.

Objectives

1) Drive the invaders away from Evermore!
2) Drive the invaders away from Evermore!
   More enemies in: 00m 12s 00ms
3) Drive the invaders away from Evermore!
   Wave ends in: 01m 30s 00ms
4) Drive the invaders away from Evermore!
   More enemies in: 00m 12s 00ms
5) Drive the invaders away from Evermore!
   Wave ends in: 02m 00s 00ms



Wave 1

Unlike in many of these Skirmish Battles, here it's a bad idea to immediately run to the center of the battlefield. Two groups of three wildfire wyverns launch their attacks from different angles, and the friendly units near your command posts won't fare well against these enemies. The goal of this phase is to draw as many wyverns as possible towards your own army, to avoid your allies sustaining heavy losses this early on. We recommend having two Lancers under your direct control, preferably positioned slightly to the south of your base.

Wave 2

The second wave is where your Swordsmen will enjoy their moment of prominence. Whamster forces will assault your command posts from practically everywhere (except for the rear), but fortunately, you'll only have to fend off enemy Malleteers and irregular units. Much like before, your best course of action is to stay near your command posts, while trying to lure enemies towards your army. Reposition yourself slightly south of your base again, so that you remain within your allies' line of fire. This wave includes up to 42 enemy units.



Lure as many wildfire wyverns as you can during the first wave!

Wave 3

The whamsters, hedgehounds, and wildfire wyverns have now joined arms for their last all-out offensive from all sides! Hold your ground a little to the north of your base for a repeat of our baiting strategy, and take full advantage of your Shock Tactics once the five initial wyverns get within your reach. Removing them from the battlefield quickly will lessen the struggle, since there's a decent chance you might lose a command post here, due to neglecting the other forces. This can be avoided by using special tactics such as Wyrm Whistle or Place Guard Post on the unattended side of your base, but it's a necessary drawback of prioritizing more threatening foes.

You'll have plenty of breathing room to rebuild any lost installations once you only have to concentrate on the whamsters. Towards the end of the mission, an Incineraptor will enter the fray. It lands in the far distance, and the commotion will have died down by now, so you shouldn't have to worry about it taking up too much of your time. This last wave includes up to 38 units.

Wisdom of the Kingmaker

Yur, I don't mean to be the bearer of bad news, but things are only goin' to get harder from this invasion mission onward. Still, if you build the two barracks facilities in Evermore and get a bit o' research done, youell be more than ready to face the music!



Fight Back Fabricas!



Location
Heartlands

Recommended Level
Lv. 44
8000

Availability
Chapter 8–1

Recommended Units

Requirements
Side Quest 118

Victory Conditions
Defeat Fabricas.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Obliterate all enemy installations!

A B C Fabricas's infectious can-do attitude has led us to another rendez-vous with this beguiling bandit! Approximately 24 installations (ignoring the wooden fences) have been placed by your enigmatic enemy, so be sure to bring multiple Malleteers with you. The single Sorcerer in your army will be useful for hitting a couple of high-ground structures that your melee units cannot touch. There are two important things to remember in this Skirmish Battle. The first is to never stick to one location for more than a few seconds, to help avoid incoming cannon shots. The second is to always approach a group of installations from their left or right, as this will reduce the amount of simultaneous arrows you'll be at risk from.

D At the end of this area you'll be able to witness Fabricas's public persona. Destroying the last four installations to the west are a requirement for this; be sure to restore them each time they're demolished. Once they've all been hammered to smithereens, Fabricas's will emerge with his army, made up of six units in total: two melee irregulars, two Fusiliers, and two Shieldsmen. Make short work of them by unleashing Shock Tactics to end this battle!



Installations galore!



Some will be barely out of reach without a ranged unit, however.

Joint Exercise: Code Green

Location
Rolling Hills

Recommended Level
Lv. 46
8000

Availability
Chapter 9-1

Recommended Units

Requirements
Side Quest 130 and 152

Victory Conditions
Defeat General Greif from Ding Dong Dell.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Defeat the forces from Ding Dong Dell!
2) Defeat the wyverns!
3) Defeat General Greif!



A The landscape near Ding Dong Dell serves as the backdrop for this mission, where General Greif is raising a ruckus over Evan's alleged treason. Confused about what he's talking about, Evan embarks towards the general's base to settle any misunderstanding. You're accompanied by two friendly units here, and your first step should be to flatten the enemy command post across the bridge. Focus your army on this installation from the get-go, to cut off any reinforcements for the surrounding ranged irregular units, and then restore the building for yourself.

B The nearby gate unlocks after completing the above step, unleashing six new enemy units, three of which are Swordsmen. Rotate your Lancers to the front to target these specifically, and the rest will be toppled with little effort. Maintain the formation of your Lancers near the hill before defeating the last unit of this group, due to the four wildfire wyverns making their stand on top of it. Attack them with your Lancers and move to obliterate the two siege towers near the upcoming bridge. Be cautious of Felix however; this Swordsman unit is especially resilient, even when being pierced by multiple Lancers, and he's raised his attack damage to boot! Temporarily fall back and call for reinforcements if needed, since this is a perk they don't have.



Felix is a cheeky one; be careful of his raised offensive power!

C **D** With his bridge guards now out of the picture, General Greif's stronghold across the river can now be accessed. He's hunkered himself down here with three irregular units, two Shieldsmen, two Swordsman, a command post, and three siege towers. But wait, there's a catch! Rolf (a Malleteer unit) has snuck behind your lines and his men are wailing on your command posts, effectively mounting a distraction tactic. Don't be alarmed; charge head-first towards General Greif's two closest siege towers whilst avoiding his soldiers. Once flattened, use your Shock Tactics (and special tactics if needed) to quickly gain the upper hand, with your Lancer units leading. The battle ends once Greif is defeated.

E One more element of this mission is noteworthy: an alternate route to the north-east. This pathway can be taken advantage of for two scenarios: either to gain more Guts Gauge if you've already spent it to overcome Felix, or if Felix proves too challenging for your army. This route offers much less in the way of resistance, so consider this is a back-up plan. Rolf also does not interfere if you cross this particular bridge, rather than the one Felix obstructs.

Invaders in Evermore VII



Location
Heartlands

Recommended Level
Lv. 49
8000

Availability
Chapter 4–1

Recommended Units

Requirements
"Invaders in Evermore VI" completed.

Victory Conditions
Defeat Evermore from invaders.

Failure Conditions
All allied Command Posts are destroyed.

Objectives

1) Drive the invaders away from Evermore!
Wave ends in: 01m 30s 00ms
2) Drive the invaders away from Evermore!
More enemies: 00m 12s 00ms
3) Drive the invaders away from Evermore!
4) Drive the invaders away from Evermore!
More enemies: 00m 12s 00ms
5) Drive the invaders away from Evermore!
6) Drive the invaders away from Evermore!
More enemies: 00m 12s 00ms
7) Drive the invaders away from Evermore!
Wave ends in: 02m 00s 00ms
8) Drive the invaders away from Evermore!
More enemies: 00m 12s 00ms
9) Drive the invaders away from Evermore!
Wave ends in: 01m 30s 00ms

Wave 1

Even the first wave of this Skirmish will be among the toughest encounters you've yet faced. Up to eight Swordsmen and Lancers (of which there are only four initially) will attack Evermore from the center. Prioritize the siege towers first, and stay close to them afterwards for covering fire. Stay in the middle of them to draw the most enemy units, frequently employing both Quick March and All-Out Assault to keep up the pace, and instantly use your Shock Tactics once available. Restore the siege towers when only the cannons remain, and then tear those down as well.

Wave 2

The second wave is easier than the first, although still dangerous. Walkie Porkie is accompanied by three other porcs who join from both the north and south. Due to the porcs' apparent dislike of your siege towers, focus on the porchestrator with your Swordsman as you circle around him. Once slain, return to the porcs with your Lancers in tow, and you'll soon be given another moment's pause. Reposition your army to the south-east of your command posts during this lull.

Wave 3

Wave three is again calm, but not without its notable threats. Three split-up fangfish will emerge behind your kingdom, so deal with them with your Malleteer unit. Incapacitate the non-named fangfish first, followed by the Scareconger and then the last one. If any of these leave behind a Guts Gauge orb, be sure to memorize its location and pick it up during a later wave! Restore any installations you may have lost during the intermission, because now the enemy forces will be kicking it up a notch again.

Wave 4

Start the fourth wave (of up to 23 units) by using your Shock Tactics; you'll earn a full Guts Gauge back soon enough. Lancers, Malleteers, and ranged irregular units mount a two-pronged offensive from the center of the fields. Once you're nearing the end of the wave, allow the enemy troops to destroy any cannons or siege towers with low health remaining, so you can build them anew for the upcoming Skirmish Battle climax. You'll need every benefit you can get for what's next!

Wave 5

Defend against this onslaught of up to 37 units and Evermore will never again be under siege! All the giant creatures (and to a lesser extent, bandits) from before will form an alliance one last time, staging an attack from all directions. Go out of your way to target the porchestrator Grillo first, with fangfish being second on the priority list. Beyond this, repeatedly counter based on unit type and stay quick on your feet, relocating constantly.

Just like the previous wave, do not hesitate to use Shock Tactics as soon as they're available. The importance of constructed installations lies in their ability to take attention away from command posts, rather than inflicting tons of damage. In other words: don't concern yourself too much with their physical condition and restore them if, and only if, you can spare a moment. Special tactics such as Place Guard Post, Wyrm Whistle, or Alluring Aroma further strengthen this distraction-based strategy, so it's worth recruiting the relevant citizens if you're struggling.

Wisdom of the Kingmaker

This battle by yur's a proper stinker, mun! There's no shame in admittin' it! Still, get a bit o' research done at them barracks facilities in town and you can give youerself a bit of a leg up. Improved Command Post Defenses and Ultimate Command Post Defenses should do the trick!

Tyran's Last Stand

Location
Heartlands

Recommended Level
Lv. 51
5000

Availability
Chapter 9–1

Recommended Units

Requirements
Side Quest 147 and "Tyran's Lucky Country" completed.

Victory Conditions
Avoid a bandit victory at all costs!

Failure Conditions
Evan's forces are defeated.

Objectives

1) Batter the bandits!
2) Make your way onward!
3) Batter the bandits!
4) Join forces with Tyran to defeat the dragon!



A Tyran's opening gambit is to station four ranged units alongside four Malleteers in front of a locked gate. At all times, half of these forces are guaranteed to stay grouped together in a square-like formation, much like your own troops—this gives you the opportunity to separate and promptly eliminate the other half. Two Swordsman units will swiftly cut these stand-alone troops down if you can position them away from Tyran's own troops, and the opposing army is not equipped to combat your Swordsmen once they've been deprived of these back-up soldiers.

B Scamper over the bridge and destroy and then restore the lone siege tower. Tyran makes his not-so-triumphant return here , with his now-familiar army composition. This means your duo of Swordsman units don't have much reason to be concerned, especially with a installation to retreat behind if needed. From here you can also wander westward onto the high-ground and take out a few cannons guarded by single units. These aren't essential, but the detour will help raise your Guts Gauge if you've already depleted it.

C If there's one thing to be praised in this Skirmish Battle, it's Tyran's uncanny ability to quickly recover after a rough beating. He's already acquired more forces here, and his new army (two Swordsmen, two Malleteers, and one named Lancer unit) requires a bit more precision on your end. Countering each of them with the correct unit demands the usual back-and-forth dancing you've mastered in previous missions, but you can make things easier by using area-of-effect special tactics, if your army has any available.

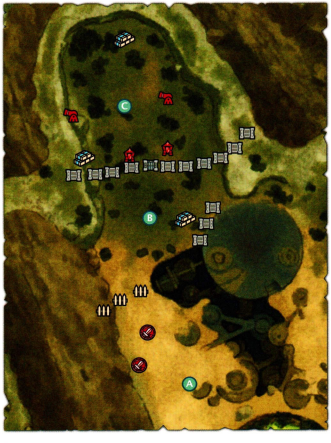


A clash between titans...?

D If Tyran's lack of excuses wasn't a sign of his vulnerability, holding his last stand amidst wooden fences and four siege towers definitely is. Obliterate the first row of these installations, and engage his Malleteer army consisting of... just himself, and then topple the last two siege towers. Is this the end of Tyran?

E Nay! An Incineraptor flies straight towards Evermore, flustering the headstrong bandit king. Getting caught up in the heat of the moment, he begins fighting a dragon by himself, so you must rush to his aid. Quick March towards Tyran without delay, and once you're close enough to the creature, activate Shock Tactics to quickly gain the upper hand. Now the Skirmish Battle has truly concluded; can there finally be a bond of peace with the ex-bandit king?

What's Rightfully Ours



Location
Broadleaf

Recommended Level
Lv. 54
5000

Availability
Chapter 9–1

Recommended Units

Requirements
Side Quest 144

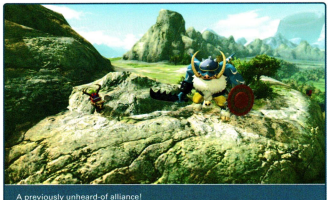
Victory Conditions
Defeat Bonzo.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Defeat Bonzo!
2) Obliterate the enemy! More enemies in: 00m 30s 00ms
3) Work with Bonzo to defeat the porcs!

Bonzo (a named Malleteer) and an un-named porchestrator appear after eliminating the previous troops; they cannot be truly neutralized just yet, so weaken the porchestrator a little while dodging their attacks for 30 seconds. Soon, the two will start squabbling, which prompts Bonzo to co-operate with Evan in order to defeat the monstrous pigs! The newly-arrived porcs won't make for daunting adversaries: you're also joined by new allied units at this point and your installations will further distract them, meaning you can effortlessly walk up to any of these foes with their appropriate counters.



A previously unheard-of alliance!



You can destroy the two siege towers from this side of the wall without intervention from enemy units.

A Nature around Broadleaf has been severely polluted due to the nation's scientific developments, and although Broadleaf wants to right these wrongs, both porcs and bandits violently rebel against them for their past trangressions. Start this short Skirmish Battle by defeating the two bandit Swordsmen squads; this unit type will be fairly prominent in this mission, so enlisting two Lancers is advised. Break down the wooden fences up ahead and advance toward the next opposition.

B In the wide-open middle of the area, you'll be confronted by four Swordsman units (including one porc) and two ranged irregular units. Steer your army to the north-west side to force the irregular units to move away, and fend off all the sword-wielding bandits with your Lancers as you do. While neither the Sorcerers nor the Archers pose a major threat, maneuvering like this at least reduces the amount of soldiers you'll have to battle at any one time.

C For the last section of this mission, you'll have to clash against enemy forces within a fortified position. Two siege towers—easily demolished by landing blows on them through the indestructible gate walls—and two cannons are located around four enemy units. Due to the cannon fire, you'll need to keep repositioning yourself while fighting the Swordsman units. Once these have been dealt with, level any intact installations before trouncing the remaining forces.

Replayable Skirmishes

Here Come the Whamsters!

Location
Heartlands

Recommended Level
Lv. 3
2000

Availability
Chapter 3–2

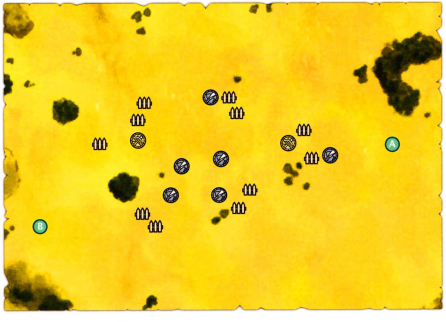
Recommended Units

Requirements
—

Victory Conditions
Defeat all the whamster bangers.

Failure Conditions
Evan's forces are defeated.

Objectives
1) Defeat all the Whamster Bangers!
2) Defeat Whamadeus!



A Although the whamsters are plentiful in this Skirmish Battle, it is nothing but an intimidation tactic! If you initiate this Skirmish at its earliest available point, then you'll be lacking units until deeper into the story. If you're bold but careful, you can take down the melee-oriented irregular units without a hitch, though. As long as you don't battle more than two simultaneously, you'll be able to emerge victorious. Carelessly rushing into the semi-fenced center of the map is also not advised, so wait until only Whackerjack (a named Archer unit) remains for a guaranteed victory.

B Scaring off Whackerjack incurs the wrath of the next whamster pack, made up of ten units in total. While the same strategy as before applies here, by now you should have access to a full Guts Gauge. Timely use of Chingis's and Khunbish's special tactics—wait until the whamsters clump together when they're in pursuit of your army—and deployment of Shock Tactics will make them turn back home with their tails in between their legs!



Activate Khunbish's Deafening Roar to hold the whamsters in place while they are clustered together...



...and obliterate them with Chingis's Air Raid!

Wallop the Whamsters!



Location
Rolling Hills

Recommended Level
Lv. 4
2000

Availability
Chapter 4–1

Recommended Units

Requirements
—

Victory Conditions
Defeat all the whamster bangers.

Failure Conditions
Evan's forces are defeated.

Objectives
1) Defeat all the Whamster Bangers!



A This Skirmish Battle doesn't require much in the way of careful management: having two Swordsmen by your side will let you deal with most of the opposing whamsters, especially the Malleters that stand before you across the bridge. Every other enemy unit is a low-level irregular one, so you'll be fine no matter which unit type you use, as long as you're mindful of not getting surrounded in large numbers. Before you move onto step B, destroy all the wooden fences to raise your Guts Gauge a little.

B A trap awaits! Shortly after picking up the small Military Might Boost placed on top of a hill in plain sight, the Sorcerers, led by Slugga, will call for their hidden back-up troops to emerge, essentially surrounding you from all sides. Retreat to the south-side of the hill, with your back against the river and defend yourself—Bai Gon's Rousing Roar will prove extra valuable here if you have it—hold out against this onslaught until your Guts Gauge is filled up entirely. Immediately activate Shock Tactics once it's ready and you'll be able to turn the situation around.



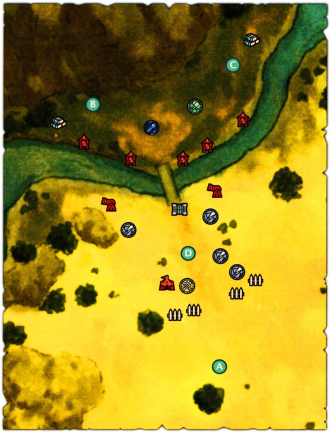
Immediately run south of the hill after the brief cutscene triggered by approaching Slugga.

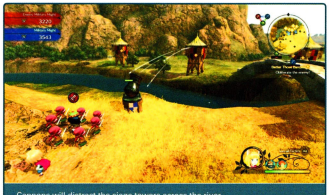
Batter those Bandits

Location Heartlands	**Recommended Level** Lv. 7 5000
Availability Chapter 4–5	**Recommended Units**
Requirements —	
	Victory Conditions Defeat all enemies.
	Failure Conditions Evan's forces are defeated.

Objectives

1) Obliterate the enemy!
2) Take over and rebuild the installations in preparation for the enemy's attack! More enemies in: 00m 30s 00ms
3) Defeat all the bandits!





Cannons will distract the siege towers across the river...

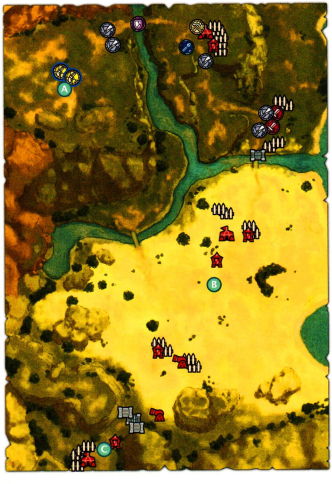


...so head over and rebuild them before defeating every enemy unit during step A!

A A lone bridge connecting two compact patches of land has been heavily fortified, making it hard to avoid getting bombarded by a salvo of long-distance bandit fire. First and foremost: claim the bandits' command post as your own, while avoiding cannon shots. Next, proceed to destroy and rebuild the cannons up ahead. These will distract both the siege towers and the enemy units across the river; use this opening to run over to the other side and attack with reckless abandon, specifically towards the north-east, where a medium Military Might Boost lies unattended. Next, topple each siege tower (and the units stationed at them) from east to west, rebuilding every one of them before smashing the next in line.

B **C** **D** Perturbed by their loss, the bandits retreat to gather stronger soldiers for a bit of payback. Regroup with reinforcements of your own and await their arrival on your side of the bridge, backed up by your freshly-built siege towers! A whopping 11 enemy units are eager to launch a direct attack, with an additional three irregular units attempting to sneak up on you from the rear. From here onwards you can either patiently hold your ground behind your siege towers—deploying ranged special tactics against any unit that dares to set foot on the bridge—or deal with them personally by unleashing your Shock Tactics.

Special Delivery: Forest of Niall



Location
Plainview Plateau

Recommended Level
Lv. 8
5000

Availability
Chapter 4-1

Recommended Units

Requirements
—

Victory Conditions
Complete one of the deliveries.

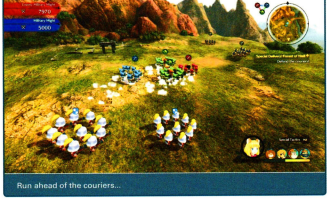
Failure Conditions
All delivery Units are defeated.

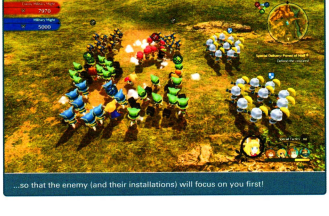
Objectives
1) Defeat the couriers.
2) Defeat Dagg!
3) Defend the couriers!
4) Defeat Lil!
5) Defend the couriers!

A This mission may be your first introduction to another Skirmish type that breaks the usual mold. It requires you to keep friendly units out of harm's way until they reach their destination. Given the length of their route, pre-emptive measures need to be taken to ensure their safety; here you generally want to stay ahead of the delivery units, as the real threats won't appear until later. The Shieldsman units can delay your advances, but they stand little chance against Malleteers or Sorcerers. Both the command post and the siege tower across the first river should be torn down sooner rather than later, and don't hold back against the enemy Swordsmen units near the locked gate.

B Maintain a steady pace and quickly march over the next bridge. The next few enemy troops are too spread out to slow you down for long, so immediately prioritize the next command post and the siege towers (in that order) after the troops are dealt with. More installations await ahead, which means you still have to keep ahead of the delivery units! Doing so will mean that the enemy cannons fire at your soldiers, so you may need to call in reinforcements. Keep your Guts Gauge for the next step!

C Here is where the brunt of the bandit resistance is stationed; an opportune moment to unleash the awesome force of your Shock Tactics! Be mindful not to spend too long dealing with their ground forces during this empowered state, since the nearby command post and siege tower need to be destroyed rather quickly. Special tactics that specialize in laying waste to an area (such as Air Raid) are great for controlling the situation here, so throw such abilities into the enemy crowd whenever you can. This will ensure the survival of the delivery units, who will notify Evan when they have reached their goal!


Run ahead of the couriers...


...so that the enemy (and their installations) will focus on you first!

Criminal Capture: Bandit Gang

Location
Calmlands

Recommended Level
Lv. 16
5000

Availability
Chapter 4–3

Recommended Units

Requirements
Acquire the Bridge Spell.

Victory Conditions
Don't let Gordo escape.

Failure Conditions
Gordo escapes.

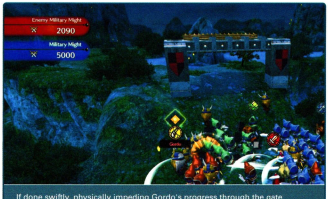
Objectives

1) Defeat Gordo!
2) Batter the bandits!
3) Defeat Gordo!



A This is one of the more challenging Skirmish Battles, since its difficulty is not based on how well you battle an opposing army. This unusual conundrum is brought to you by the wily Gordo, an elusive, on-the-run bandit who needs to be apprehended. Though it may be tempting, the best strategy for this fairly strict mission is to never, ever battle opposing units during the actual chase; sprint past them, no matter the consequences! Don't be intimidated by the sheer quantity of enemies present—even an Incineraptor serves as a makeshift blockade near the end—because ultimately, success or failure is based on whether or not Gordo is caught. In other words, appropriately managing your Might Gauge for Quick March alone will be pivotal.

B That said, one mandatory fight must be endured after Gordo slips through a gateway that locks behind you once you infiltrate the area in question. Stick close to the gate when five enemy units confront you, while avoiding incoming cannon fire. Keep your movements compact when performing evasive maneuvers, because the pursuit will be resumed as soon Gordo's partners-in-crime are defeated. Unfortunately, you cannot incapacitate Gordo beforehand: even if you block the entrance and deny him access, he'll remain invincible until after the obligatory scrimmage. This is extremely useful for filling up the Guts Gauge, though!

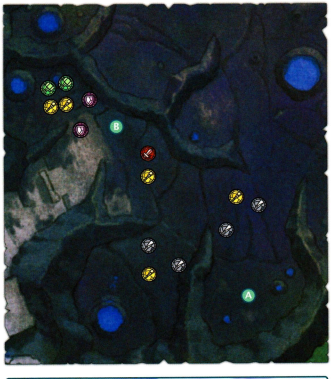


If done swiftly, physically impeding Gordo's progress through the gate earns you more Guts Gauge!



Keep running past enemy units before and after the obligatory fight.

Whamsters Wanting Wizardry



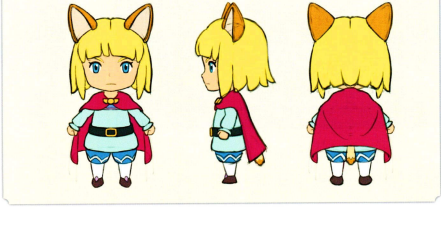
Location	**Recommended Level**
Leucippes' Labyrinth	Lv. 20
	2000
Availability	**Recommended Units**
Chapter 6–1	
Requirements	
—	
	Victory Conditions
	Defeat all enemies.
	Failure Conditions
	Evan's forces are defeated.
Objectives	
1) Obliterate all whamsters and porcs!	

A This isn't exactly a long and grueling Skirmish Battle, but it features plenty of whamsters begging for a proper walloping! The ideal strategy here isn't a complicated one: most of the up-front whamsters are irregular units, so attacking three of them at a time can get the job done without a hitch. Once you're about to engage the next group of three behind the rock-formed wall, be sure to march deeper into that part of the map, otherwise their porc ally will try to interfere. As a final side note, do not concern yourself with limiting the use of Might Gauge actions, because orbs that refill the gauge are generously strewn about.



The named porc will return to its initial position if you move deep into the area around the stone wall.

B You'll notice a golden Guts Gauge ball when approaching the Shieldsman and Malleteer whamsters; save this for when you commit to the upcoming brawl. Fight them head-on with your appropriate units whilst staying in front of them, and using your Shock Tactics before the engagement begins wouldn't be a bad idea. After pummeling a certain amount of whamsters, their reinforcements will arrive on the scene, and depending on the timing of when you unleashed it before, you might even be able to earn a second round of Shock Tactics, thanks to the aforementioned golden ball! Be very careful around the two porcs backing up the whamsters, though, due to their inherent physical strength. With them out of the picture however, an easy victory over the whamsters is within your grasp.



Bots Gone Bonkers

Location Pinwheel Flats	**Recommended Level** Lv. 26 2000
Availability Chapter 6–1	**Recommended Units**
Requirements —	
	Victory Conditions Defeat all enemies.
	Failure Conditions Evan's forces are defeated.

Objectives

1) Decommission all the malfunctioning robots!



A Robots have gone haywire in this scenario, but fortunately the army they've assembled isn't overwhelming. Excluding the lone group of Malleteers to the north-east, every other opponent that's active at the start of the Skirmish Battle is an irregular unit, meaning that any of your unit types can put them out of commission. Be careful not to overextend and get yourself surrounded.

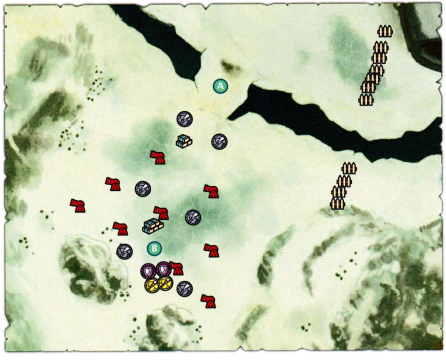
B You've almost completed the mission already, but prior to being crowned the victor, the next batch of short-circuiting machines intend to test your mettle. Much like their faulty predecessors, the majority of their forces are composed of irregular units, with the exception of two Swordsman units. Although not essential, special tactics will quickly reduce them to piles of metallic junk, but you'll need to be careful of the two cannons that are perched deeper into their territory.



Immediately retreat from the highlighted area indicating incoming cannon fire.



The Frosty Fortress



Location
Crash Site

Recommended Level
Lv. 27
2000

Availability
Chapter 7-1

Recommended Units

Requirements
—

Victory Conditions
Defeat all enemies.

Failure Conditions
Evan's forces are defeated.

Objectives
1) Obliterate the enemy!



A Zara may be an acquaintance of Fabricas, because both individuals adore their installations! Cannons are the main course on the menu this time around, with a small selection of irregular units added as seasoning. As you approach them, maneuver to either side of the map to disable any cannons in your way, while trying to avoid being bombarded by more than two at a time. There's no need to restore them to their previous condition, since this is a short Skirmish Battle. You may want to destroy the majority of them to help raise your Guts Gauge before moving to step B.

B By sticking to the edge of the area, you'll eventually inch close enough to face Zara. This bandit's units are predominantly Shieldsmen, so any Malleteers you have with you—which are already ideal for dealing with the cannons—will burst their defensive formation wide-open. Take care of any remaining resistance marked on the map and very soon it'll be mission accomplished!



You'll be subjected to much cannon fire, so utilize your Quick March while maneuvering.

Snowy Survey Party Rescue

Location
Crash Site

Recommended Level
Lv. 29
5000

Availability
Chapter 7–1

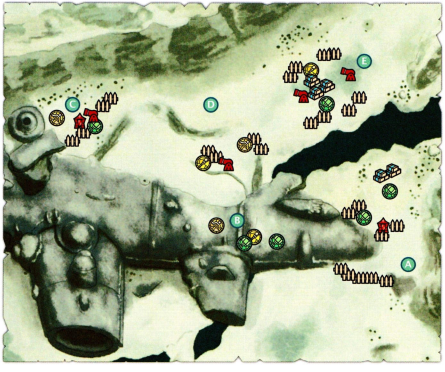
Recommended Units

Requirements
—

Victory Conditions
Rescue the explorers.

Failure Conditions
The explorers cannot be rescued in time.

Objectives
1) Find the explorers! Time left: 05m 00s 00ms





Time is of the essence; feel free to ignore this western path if you don't need more Guts Gauge.

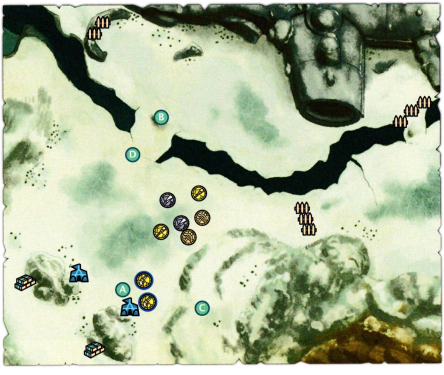


It won't take long for your Malleteers to take down the fangfish. Stay frosty!

A B Jack Frost's Playground, home to whamsters, fangfish, and the wreckage of an enormous aircraft. Explorers looking to examine this habitat have found themselves in a spot of bother thanks to these things, so Evan's army now doubles as a rescue task force. There are three primary enemy unit types in this battle: Malleteers, ranged irregulars, and Lancer fangfish. With this in mind, a couple of Swordsmen and Malleteers of your own will be the most effective composition for this mission. Enemy numbers are typically low enough for direct countering to get the job done in each scuffle. Enough destructible fences and Military Might Boosts can be found here to support your use of special tactics and Shock Tactics.

C D E After walking up the ruins of the crashed airplane and down into the snowy territory again at its middle point, you're presented with two options once you get rid of the enemy units there. You can either continue going left into a small outpost with two units and two installations, which'll benefit your supplies of Military Might and Guts Gauge, or you can march straight ahead and continue to the marked objective. Confronting either side won't consume much of your time, with the only danger being your Swordsmen getting caught in between two fangfish as they ready an attack, so be ready to do some swift repositioning. No matter which route you've opted for, keep running towards the east, where three fangfish have spooked the last of the distressed explorers.

Survey Party Protection



Location
Permafrost Plains

Recommended Level
Lv. 30
5000

Availability
Chapter 7–1

Recommended Units

Requirements
"Snowy Survey Party Rescue" completed.

Victory Conditions
Protect the survey party's Command Post.

Failure Conditions
All allied Command Posts are destroyed.

Objectives

1) Protect the survey party's Command Posts from attack! Wave ends in: 00m 40s 00ms
2) Protect the survey party's Command Posts from attack! More enemy in: 00m 12s 00ms
3) Protect the survey party's Command Posts from attack! Wave ends in: 00m 45s 00ms
4) Protect the survey party's Command Posts from attack! More enemy in: 00m 12s 00ms
5) Protect the survey party's Command Posts from attack! Wave ends in: 01m 00s 00ms

A If you've already experienced some of the "Invaders in Evermore" Skirmish Battles, you'll feel right at home here. The underlying premise is the same: protecting a number of allied command posts from a multitude of enemy forces, with the opening wave preserving the trend of throwing irregular units at your army. No complex strategies are required here: fight no more than three enemy squads at once to be on the safe side, and patiently await the arrival of the next batch over at the bridge, after stopping 15 whamster units from raiding your bases.

B Three porcs appear from the get-go and they're joined by quite a few whamster cohorts. Krunch and Whamory (irregular and Malleteer units) lead the enemy's offensive, so eliminating the porcs head-on may not be a painless procedure. Dispose of the Malleteer squad first—special tactics can help with this—before making a defensive stand with your Lancers against the trio of giant pigs. Leave one of set of whamsters alive before the wave ends—there are 15 units in total—so you can leisurely reposition yourself at **Position D** on our map and call for reinforcements. You'll need every man you can get for what's coming next!

C **D** The opposition's ferocity comes out in full force during this final phase of 16 total units. They're great at demolishing installations and will be charging in from two angles at once. Although the six wildfire wyverns may seem far from your base, they are not to be neglected in favor of the forces approaching from **Position C**! Don't hesitate to use your Shock Tactics, and mercilessly impale them with your Lancer forces. Quickly return to your base after vanquishing these menaces.

Time spent on the wyverns is a real issue here. Wyverns have a higher tendency to leap backwards when engaged, thus wasting valuable seconds. They're also quicker at closing the distance and a single combined volley of their fireballs will destroy any structure in its wake. Even make-shift distractions such as Wyrm Whistle or Place Guard Post won't keep the wyverns occupied for long, though the same can be said about the other approaching enemies too. Run past the porchestrator's posse to rebuild the (likely already smashed) command post. Now you'll need to stall their momentum by circling around them after stopping the wildfire wyverns; this provides a manageable method of containing the threat.



Don't hold back against the wildfire wyverns of wave 3!

Escort Mission: Shock and Ore

Location
Pinwheel Flats

Recommended Level
Lv. 30
5000

Availability
Chapter 6–2

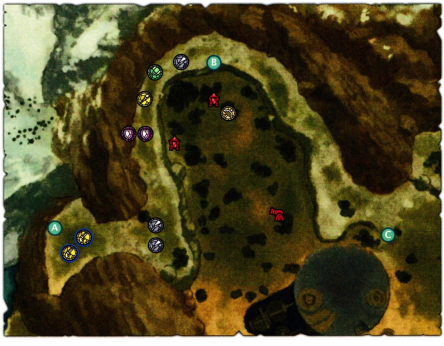
Recommended Units

Requirements
—

Victory Conditions
Escort all deliveries safely.

Failure Conditions
Any delivery unit is defeated.

Objectives
1) Defend the couriers!



A Broadleaf's escort assignment demands you to trot along a rather constricted pathway compared to similar Skirmish Battles, while being shot at by neighboring enemy installations that you cannot conventionally destroy. It's important to not stand still for too long, or the delivery units will suffer too many casualties. Run ahead of the friendly units that need escorting and repeatedly rotate to the natural counter of whatever awaits ahead, with Shieldsmen in particular being vulnerable to Malleteers and Sorcerers. An all-around army with one of each unit type would be well-suited for this Skirmish Battle, though a second Lancer will also help.

B Stop once you reach this location, because the mountain air carries the scent of an ambush! Deal with the up-front enemy Lancers first and neutralize the ranged units that have appeared behind you next, since the delivery units can hold their own against the single melee-oriented irregular unit. Next, hug the outer edge of the remaining road after scaring off the rest of the bandits, so that the upcoming cannons will target your troops rather than the delivery robots.

C One last nasty surprise awaits as you get close to your destination. Two named units (one of which is a porc) alongside a bunch of irregular units try to intercept the package you've been hired to protect, and the delivery units will stop moving until the coast is clear. The porc in question will be your first priority—which is why two Lancer squads wouldn't be a bad idea this mission—because his broad sword swings could land a hit on your stationary robotic allies. Alternatively, you could activate Shock Tactics, which should last long enough to ensure that the final troupe of bandits is no more!



Moving down to destroy the installations leaves the robot couriers unsafe for too long.



The stationary delivery units will be fine, so long as the porc keeps fighting your army.

The Battle for Broadleaf



Location
Broadleaf

Recommended Level
Lv. 32
5000

Availability
Chapter 6–2

Recommended Units

Requirements
—

Victory Conditions
Destroy the enemy base.

Failure Conditions
Evan's forces are defeated.

Objectives
1) Obliterate the enemy!
2) Take a look around the enemy base!
3) Obliterate the enemy!



Given the Lancers and amount of installations in this mission, bringing along Malleteers of your own proves to be beneficial.



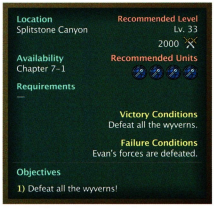
With no way out, the last of the enemy's army will have no choice but to admit defeat against your Shock Tactics!

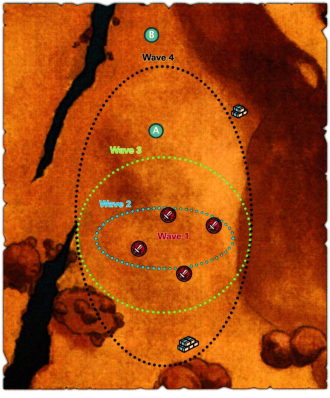
A It seems that the mischievous misconduct of bandits cannot be shackled by international borders: these particular bandits have made a settlement within Broadleaf. Three irregular units form the welcoming party for this Skirmish Battle, and the two siege towers in front of the locked gate are bolstered by a combo of two Shieldsmen and one Swordsman unit—nothing a series of wallops from your Malleteers can't handle! Reconstruct the siege towers after obliterating them, since they'll be useful shortly.

B Housing at least four Lancer units due to the command post within, this compact base assists its troops with two extra cannons that should be low on your priority list. While moving around every few seconds, deal with both the enemy's ground forces and their base-of-operations using your Malleteers, before bringing the cannons under your control. The siege towers from earlier will provide supporting fire throughout.

C Call for reinforcements if required, because you're approaching the final stretch of this mission. Walking through the gate will set you up for an enemy ambush, but four units (three of which are Lancers) won't put much of a dent in your army with two Malleteers on your side. What lies past the next gate is a bit more diverse in terms of unit composition, but you should have a full Guts Gauge to help deal with them. Even though two Malleteers won't be optimal here, having one Lancer and Swordsman will make short work of the opposition under the effect of Shock Tactics. Destroy the two remaining installations and that'll be the end of these bandit miscreants!

March of the Wyverns





A To make this Skirmish much easier, you should compose your army of four Lancers this time around! The enemy forces confront you with literally nothing but wildfire wyverns, which are divided into four staggered groups that steadily increase in size. Wave 1 contains four of them, the second wave includes five units, wave 3 (which has a random chance for a Guts Gauge ball in the aftermath) surrounds you with six, and the final wave involves a whopping ten wildfire wyverns. Even this many should be nothing but walking, scaly pincushions for your Lancers, though.

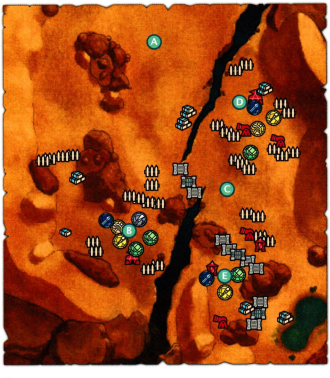
B If you've committed to this Skirmish Battle before acquiring more than two Lancer squads then you can still win through superior tactics. When the last wave arrives, back into the corner at **Position B** on our map to not only funnel the approaching wyverns, but to also cause four friendly units arrive on the scene. They will most assuredly even the odds if you haven't spent much time recruiting new members for your army, so don't despair at the sight of the intimidating wyvern mass.

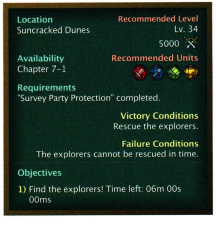


If you find yourself in a tough spot, you can find two Military Might Boosts stashed near the left and furthest ends of the area.



Sandy Survey Party Rescue



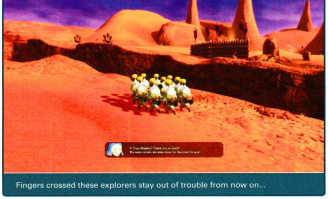


A Incineraptors are preventing explorers from safely leaving the Drylands, and you've been called to help. Mixed wildlife inhabits this desert; Incineraptors, hedgehounds, whamsters, and more are wandering about, so we suggest a varied set of units within your army. At the start of the mission you'll see two medium Military Might Boosts in the distance; picking them up will lead to battling two wildfire wyverns. Create some distance first, and then let your Lancer unit handle the situation.

B Usually we'd recommend making a mad dash to the enemy command post to eliminate the chance of reinforcements being called to the scene, but the Incineraptor near it will slightly complicate things here. Slowly head into this section of the map, so that at first you only draw the attention of the irregular unit and Drumstick's Malleteers. After defeating them, hug the cliff-side and march closer to the command post; its destruction will agitate the Incineraptor. Hold this position to avoid simultaneously dealing with the remaining units, rough up the hostile dragon and move on to the next objective after the stragglers—including a pack of Lancer hedgehounds—have been dealt with.

C **D** There are three more hedgehounds just past the middle gate, so have your Malleteers lead the charge. From here onwards you can enter either of the north or south bases, both of which are full of enemies. The order you tackle these areas in doesn't matter, so let's barge into the northern area. Two cannons, a set of wooden fences, and an Incineraptor called Crematoraptor safeguard the command post deeper into this location, so lean into the left-hand cliff-side again whilst making your way towards this installation to avoid most of the opposition. Demolish the nearest cannon, silence Crematoraptor (with or without Shock Tactics) and manhandle the last of the enemy's forces to free the first batch of explorers. Crematoraptor also has a high chance of dropping a Guts Gauge orb after its downfall.

E One more group of explorers is in peril, and they're held captive inside the southern base. Three Archers, a cannon, and a siege tower protect the front gate, which will only unlock after they're taken care of. Infernos (a named Incineraptor) is accompanied by a few installations and additional ground forces. The ground units need to be tackled first, due to their closer proximity. Sticking relatively close to the gate will ensure that the cannon in the distance won't reach you. Assault Infernos with Shock Tactics enabled if you haven't employed them already. Don't worry if a full Guts Gauge is not available to you, however, because you're given enough room to dodge its attacks here. Once slain, the troubled explorers express their gratitude and the mission concludes!



Fingers crossed these explorers stay out of trouble from now on...

Joint Exercise: Desert Strike

Location
Slakethirst Oasis

Recommended Level
Lv. 55
8000

Availability
Chapter 9–1

Recommended Units

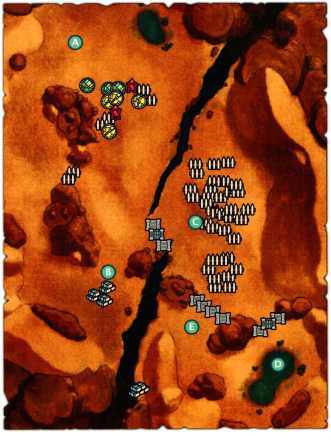
Requirements
—

Victory Conditions
Defeat all Union forces.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Defeat the forces from Goldpaw!
2) Defeat the forces from Hydropolis!
3) Make your way onward!
4) Defeat the forces from Broadleaf!
5) Make your way onward!
6) Defeat the forces from Ding Dong Dell!



A Evan's rigorous training schedule continues, with all four nations collaborating once more for a training battle. First up are the forces of Goldpaw: Malleteers and a mixture of ranged irregular units are backed up by two siege towers. Leading the charge with your Swordsmen will get the job done, as long as you're mindful of your overall positioning. Don't let yourself get surrounded or overextend your army, and don't fight more than three units at a time. Approach the siege towers from one side rather than through the middle, and lure as many enemy troops as you can away from them before demolishing them. Before heading south, destroy the wooden fences to slightly increase your Guts Gauge.

B Ready your Malleteers, because enemy Lancers will launch a surprise attack near the exposed Military Might Boosts. The opposition has also hidden more squads behind you, including Swordsmen, so keeping up your forward momentum is the best thing to do. Don't be frightened by the two fangfish; their attacks are slow and they won't interfere with your positioning while you deal with the other units. Focus on the standard ground forces first whilst maintaining some distance from the fangfish. The furthest units will back off if you maneuver to the south-most corner, near the cliff side. If you see the west-most fangfish isolated, eliminating it would be wise, because doing so allows you to retreat behind the nearby rocky landscape. From here, draw the other fangfish closer—once it's defeated you can calmly fight the remaining enemy units. Shock Tactics can be unleashed here if you have them.

C Broadleaf's army awaits you past the unlocked gate. There's quite a bit of environmental freedom this time around; their forces—primarily ranged units and Malleteers—are spread thin and their installations' ranges don't overlap well if you approach them from the side. Start by destroying the cannons ahead of you, and then move north. From here, march to the back of this outpost, and start clobbering the unguarded siege tower. Gradually work your way to the next siege tower, and dispatch some enemy units behind the destructible fences and repeat the whole process until the next gate opens. Be sure to take down all the wooden fences here to help build as much Guts Gauge as possible.

D Ding Dong Dell's General Greif releases a wide variety of units here: his own soldiers, porcs, wildfire wyverns, and whamsters, with a few installations thrown in for good measure. Head behind the oasis to a south-eastern position, fighting enemy units as you hold your ground in the south-most corner of this area. This creates a much-needed gap between you and the more formidable units, and is a good time to employ Shock Tactics since you're no longer surrounded. Circle around the oasis, fending off anything in front of you, and advance on the porcs last. Due to the narrow nature of this area, offensive special tactics are very useful here.

E The last members of the opposition are biding their time just around the corner; an Archer squad, one group of Swordsmen, and an Incineraptor, all of which are named units. Prioritize the standard ground forces first—they should be easy to deal with—and then circle around the Incineraptor while attacking it. Doing so allows you to stick to its side or rear, which lowers the threat of being hit by its flames. Once it's down, this Skirmish Battle ends.

Bag that Brute Bruce!





A Bruce, whose group of bandits terrorize the outskirts of Ding Dong Dell, needs to be apprehended for his deeds. Some of his scouts, however, spotted the arrival of your army, so you only have three minutes before this leader gives you the slip. Compared to most Skirmish Battles, this is a fairly strict time window, so we recommend attempting this only after you've recruited multiple Lancers, due to the abundance of Swordsmen on the field. Regular use of Yung Mein and Lycorias's special tactics (Shield Shrinker and Rallying Cry, respectively) will be especially useful here! Overwhelm the first two enemy units you encounter with your superior numbers and Quick March to the next step as fast as you can.

B Eight wildfire wyverns will be your next opponents. While not a mandatory encounter, outright ignoring them could lead to a precarious situation deeper into this mission, thanks to their mobility. Engage them now with your Lancers—standing downhill of them increases the chances of their fireballs whizzing over your head—and rush to the bridge ahead afterwards. The lone siege tower and the two bandit units (who may already be fleeing after you've slain the wyverns) won't slow you down much.

C More wildfire wyverns enter the fray, so use your Lancer units to deal with them and tear down the wooden fences with your Malleteer squad. Be careful of the Swordsman soldiers up the slope and be wary of even more behind the next destructible fence. Break this one open from the right side, or your army might get confused between attacking it or the siege tower! Once your Lancers have cleared the area of bandits, start assembling reinforcements before heading to the next step.

D **E** This part can be a time-killer if handled incorrectly, so immediately trigger your Shock Tactics and head towards the first siege tower. This makes your Lancers more likely to fight back from a fixed angle, since the real obstacle here will be the latest load of wildfire wyverns, plus additional Swordsmen reinforcements. Burst through the last wooden fences and don't spare any special tactics for Bruce's batch of bandits! Subduing his army formation (consisting of two Lancers and two Fusiliers) will finish the Skirmish Battle!



Reaching Bruce won't suffice: he has to be physically subdued before time runs out!

Whamster Base Obliteration

Location Rolling Hills	**Recommended Level** Lv. 48 5000
Availability Chapter 9–1	**Recommended Units**
Requirements —	
	Victory Conditions Destroy the enemy base.
	Failure Conditions Evan's forces are defeated.
Objectives **1)** Investigate the whamsters' base! **2)** Destroy the whamsters' base!	



A Lofty has a self-professed penchant for gossip and according to him, rumor has it that whamsters set up a new base not far from Ding Dong Dell. Around the corner from your arrival point, you'll stumble upon four units (two Malleteers and two Archers) and two siege towers protecting a locked gate. Rotate your Swordsmen to the front so they can deal with the enemy forces after luring them away from the siege towers, and then use your Malleteers for the demolition work on the towers.

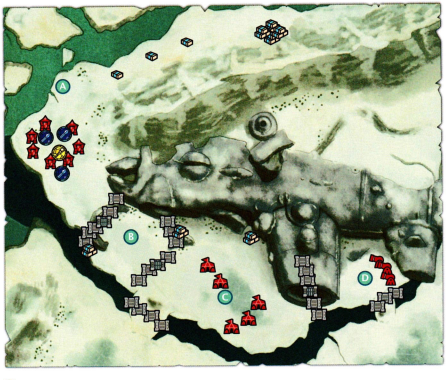
B Move through the now-opened gate, and check that most of your Swordsmen aren't stuck outside the walls before launching your counter-invasion. After destroying the cannon ahead, an ambush of whamster units awaits—and the gate will close shut behind you. Push your formation back against the south-eastern corner of the gate wall to establish a clear sight of what you're facing, and whittle down the enemy forces (primarily Malleteers) with your Swordsmen. Endure the few arrows being lobbed towards you from the left siege tower, and exact vengeance on this installation once the whamsters have dispersed.


This optional, barely-guarded back passage towards the enemy base is quite picturesque.

C The whamsters' last line of defense doesn't spare any expenses: twelve mixed units and five offensive installations will strike your army well before the two command posts are within reach. First, bait the three nearby hedgehounds into maneuvering through the gate, whilst avoiding incoming cannon fire. Keep your Malleteers at the front of your formation and head straight towards the installations near the river. With the brunt of the whamster army angered, unleash Shock Tactics (along with special tactics such as Air Raid or BL-Azer) now that these units are nicely clumped together. Retreat after Shock Tactics expires, since you may have suffered casualties, and trash the command posts to the north-east once the whamster resistance has been quelled. Mission accomplished!

D If the last two steps prove too daunting for your army, there's a useful optional approach in this Skirmish Battle. The westward bridge prior to step B completely bypasses the previously mentioned ambush, substituting it with a lengthier, more leisurely trek through the northern mountain pass. Only eight mixed units reside at this vantage point, half of which are Malleteers, and they're lined up behind one another, with a bit of space in between each one of them.

Joint Exercise: Winter Warfare



Location
Crash Site

Recommended Level
Lv. 50
5000

Availability
Chapter 9–1

Recommended Units

Requirements
—

Victory Conditions
Defeat all Union forces.

Failure Conditions
Evan's forces are defeated.

Objectives

1) Defeat the forces from Hydropolis!
2) Defeat the forces from Ding Dong Dell!
3) Defeat the forces from Goldpaw!
4) Make your way onward!
5) Defeat the forces from Broadleaf!
6) Defeat the combined forces of the other nations!

A The armies of each kingdom have collectively joined forces to thoroughly prepare the young king for future battles. Starting off, you'll encounter a cluster of siege towers along with three Lancer units and a Sorcerer squad. These are easy targets for any Malleteer in your army. Begin your assault via either the left or the right side to minimize the amount of arrows being fired at you. After removing all opposition from the area, head for the north-eastern route if you need more resources. Over the horizon lie multiple Military Might Boosts, with the biggest stacks hiding two fangfish. Once again, these are no problem for your Malleteers.

B This small area may look unassuming at first glance, but enemy units (primarily Swordsmen) will keep appearing here, in greater numbers every time. You'll be attacked from all directions by three short waves, so constantly rotate your Lancers as a counter-measure. You can stand in the corner by the medium Military Might Boost if you don't want your troops to break much of a sweat. The last of the three waves could overwhelm your army, due to the number of soldiers involved, so if this proves to be problematic, use your Shock Tactics.



Keep your back against a wall with your Lancers looking outward; this will allow you to fend off the encroaching Swordsmen without being flanked.

C **D** Time for another change of pace; a few Malleteers guard five command posts alongside groups of ranged irregular units. To avoid the ranged units being perpetually reinforced, defeat the Malleteers before you destroy the installations. With their bases taken out, the amount of Archers will be much easier to deal with. A medium Military Might Boost is located near the airship's wreckage.

Three cannons, combined with multiple ranged irregular units, will be taking pot shots at you as soon as you pass through the gate. The final step in the commanders' plans will trigger after defeating all the enemy units, so keep one unit intact while you rebuild all the razed cannons. Next, allow the commanders to enter the fray—with you standing behind your newly-acquired cannons—and throw every trick in the book at them: Shock Tactics, special tactics, and everything else you have. It'll be a long-lasting brawl to the finish, and if you're in need of safety, there's a big slab of debris to the north you can hide behind to recompose or strengthen your army with reinforcements. Come out victorious and all nations will celebrate Evan's military ability. Hooray!



Part 7 The Illustrated Almanac of Monsters

Taking down dangerous monsters is a complicated business, and entirely necessary when establishing a nation state. If the monster happens to be Tainted by the darkness, then the task will be orders of magnitude tougher! If you really want to bring down the biggest beasties then this chapter will be invaluable. Know your enemy, before facing them on the battlefield!

The Illustrated Almanac of Monsters

This section covers all of the monsters and their variants that you'll regularly encounter in the field and within dungeons. We've included tables displaying the resistances, drops, and locations of each monster for easy reference. If you are tackling a quest or errand that requires you to eliminate a specific number of monsters, collect items dropped by specific enemies, or just want to know where to find them: this is the place to check! Keep in mind, that this section does not include monsters specifically unique to Side Quests, Main Story bosses, or monsters of the Tainted variety; you'll find those starting on P.500.

How the Drops Work

There are four systems at work to determine exactly which items will drop whenever you kill a monster. Most enemies have a unique group of materials and equipment that they can drop, and each area also has its own materials and equipment that can drop from anything that is killed in that area. Monster-specific material drops are dictated by the level of the Monster, whereas area material Drops are sometimes gated by what Chapter of the Main Story you are in, or by certain kingdom research Topics.

All equipment drops are restricted by the level of the Monster you're facing, but instead of it being a fixed level, as it is with materials, equipment operates on a more open scale based on a tier system. Each piece of equipment is assigned a tier value, and monsters have to be at certain levels to have access to different tiers of equipment drops. When the monster first reaches a tier the chance of you getting that item will be quite low, but then as the monster increases in level, so do the odds of you getting it. For example, our friend the grimchilla banger can drop a Steelpounder, which is a Tier 6 weapon; a quick look at the equipment drop rate table tells you that it would need to be at least Lv. 40 to even have a very small chance of dropping it. Because area drops are tied to the area rather than a specific Monster, those drop tables will be presented alongside the area maps, starting on P.615

Equipment Drop Rate Percentage Chances

Lv.	Tier									
	1	2	3	4	5	6	7	8	9	10
1	90	10	0	0	0	0	0	0	0	0
8	50	50	0	0	0	0	0	0	0	0
16	15	80	5	0	0	0	0	0	0	0
21	0	75	25	0	0	0	0	0	0	0
26	0	30	60	10	0	0	0	0	0	0
31	0	15	55	25	5	0	0	0	0	0
35	0	0	50	40	10	0	0	0	0	0
40	0	0	20	50	25	5	0	0	0	0
45	0	0	0	25	60	15	0	0	0	0
50	0	0	0	17	50	28	5	0	0	0
55	0	0	0	10	40	40	10	0	0	0
60	0	0	0	0	38	50	12	0	0	0
65	0	0	0	0	28	55	15	2	0	0
70	0	0	0	0	25	55	16	3	1	0
75	0	0	0	0	10	45	35	7	3	0
80	0	0	0	0	0	30	50	15	5	0
85	0	0	0	0	0	0	45	38	15	2
90	0	0	0	0	0	0	29	50	18	3
95	0	0	0	0	0	0	16	55	25	4
100	0	0	0	0	0	0	0	53	40	7
105	0	0	0	0	0	0	0	45	45	10
110	0	0	0	0	0	0	0	35	50	15
115	0	0	0	0	0	0	0	25	55	20
120	0	0	0	0	0	0	0	10	60	30
130	0	0	0	0	0	0	0	10	60	30

Standard Monsters

These are your standard small monsters that make up the bulk of the foes you'll face as you play through the game. They're always encountered in groups that can contain a wide variety of pairings—including multiple enemies of the same type or a combination of entirely different species. There are roughly a dozen main types, and each contain a handful of sub-variants to mix things up. Sub-variants are differentiated by characteristics such as appearance, element, weapon types, resistances, and stats. Additionally, they will often use unique attacks which deal elemental damage relative to their type. Some sub-species of common monsters are native to specific parts of the world and exclusively dwell there. Furthermore, a few enemy types such as the Mouse and BL Corps are restricted to a single area, and all of their variants can be encountered in the same place.



Your standard enemy encounter usually consists of a mixture of different monster types and their variants.

Mouse Soldiers



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
		Fire	Ice	Thunder	Earth	Water	Poison	Freeze	Sleep	Confuse	Petrify	
Mouse Guard	—	-20%	0%	+10%	0%	0%	+40%	+40%	+40%	+40%	+40%	Ding Dong Dell Castle
Mouse Lancer	—	-20%	0%	+10%	0%	0%	+40%	+40%	+40%	+40%	+40%	Ding Dong Dell Castle
Mouse Malleteer	—	-20%	0%	+10%	0%	0%	+40%	+40%	+40%	+40%	+40%	Ding Dong Dell Castle
Mouse Fusilier	—	-20%	0%	+10%	0%	0%	+40%	+40%	+40%	+40%	+40%	Ding Dong Dell Castle
Mouse Captain	—	-10%	0%	+10%	0%	0%	+40%	+40%	+40%	+40%	+40%	Ding Dong Dell Castle
Mouse Sorceress	—	-20%	0%	+10%	0%	0%	+40%	+40%	+40%	+40%	+40%	Ding Dong Dell Castle

Mouse soldiers have decreased resistances to attacks imbued with the Fire element, but at the point they are first encountered you will have no such options. You can simply evade outwards from the melee attacks used by the standard Guards and Malleteers, but you'll need to strafe around the Fusilier's ranged projectiles. The former two will often cluster together, so try to stick outside of their reach and counter after their attacks before evading back out. You'll need to give the Elite Swordsmen and Malleteers (distinguished by their red attire) special attention since they are much stronger overall.

Drop Details: Mouse Guard

Equipment Name	Tier
Ratslicer	1

Drop Details: Mouse Lancer

Equipment Name	Tier
Ratspit	1

Drop Details: Mouse Malleteer

Equipment Name	Tier
Ratchopper	1

Drop Details: Mouse Fusilier

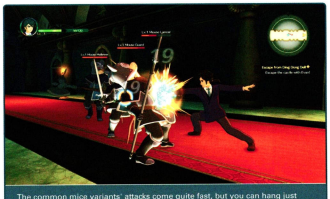
Equipment Name	Tier
Brawler	1

Drop Details: Mouse Captain

Equipment Name	Tier
Ratslasher	2
Ratcleaver	2

Drop Details: Mouse Sorceress

Equipment Name	Tier
Magic Wand	1



The common mice variants' attacks come quite fast, but you can hang just outside their reach before countering with your dash attacks!

The previous strategy applies to them as well, don't attempt more than a few hits at a time since you won't be able to stun them out of their attacks. Both variants can perform an immensely powerful overhead swing, often used after running towards you; immediately back away when you see this or evade outwards from the swing if it's initiated at close range. Mouse Sorceresses are the first enemies you'll want to dispatch from a group, since in addition to their variety of ranged elemental spells, they can heal, and even summon pairs of skeleplasms!

Whamsters



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Whamster Banger		-20%	0%	0%	0%	0%	+20%	+20%	+20%	+20%	+20%	Rolling Hills, Cloudcoil Canyon
Whamster Pranger		0%	0%	-40%	0%	0%	+20%	+20%	+20%	+20%	+20%	Rolling Hills, Cloudcoil Canyon
Whamster Clanger		0%	-40%	0%	0%	0%	+20%	+20%	+20%	+20%	+20%	Rolling Hills, Cloudcoil Canyon

The diminutive Whamsters come in three variants known as Banger, Clanger, and Pranger—all of which use different weapons. These rascally rodents aren't particularly agile foes and have a low degree of stun resistance, so they can easily be dispatched by rushing them down with melee attacks or using skills with a large area of effect such as Roland's Flatliner. Bangers swing their little clubs around in a spinning motion, but their short range means they'll often miss and fall flat on their faces; Clangers attempt to dash into you with their spiky shields, so you'll need to block or evade as they approach; lastly, Prangers use their crude bows to launch arrows at you from a distance, though their accuracy leaves much to be desired and their shots can be avoided by simply moving laterally! Target Whamsters when you're low on MP and need a refill, since they stagger after every Light attack and don't put up much of a fight.



The attacks used by whamster bangers will occasionally miss, giving you an easy chance to retaliate.

Drop Details: Whamster Banger

Material Name	Req.
Shaggy Fur	—
Base Bone	—
Fierce Fur	11
Sturdy Bone	11
Fearless Fur	21
Twisty Bone	30
Super-Cool Fur	42
Delicate Wing Bones	42
Equipment Name	**Tier**
Iron Ax	1
Monstrous Mallet	2
Crimson Ax	3
Crimson Halberd	5
Tundra Thumper	7

Drop Details: Whamster Pranger

Material Name	Req.
Shaggy Fur	—
Fledgling Feather	—
Fierce Fur	11
Polyparrot Feather	11
Fine Fur	30
Cloud Crow Feather	30
Super-Cool Fur	42
Arrowhawk Feather	42
Equipment Name	**Tier**
Huntsman's Bow	1
Ranger's Bow	2
Ogre's Bow	3
Composite Bow	5
Godbeast Bow	7

Drop Details: Whamster Clanger

Material Name	Req.
Shaggy Fur	—
Base Bone	—
Rugged Fur	7
Sturdy Bone	11
Twisty Bone	30
Flowing Fur	35
Super-Hot Fur	50
Sturdy Jawbone	65

Goos!



Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Goo		0%	0%	0%	0%	0%	20%	20%	20%	20%	20%	Rolling Hills, Ding Dong Well
Dynagoo		-60%	0%	20%	0%	0%	20%	20%	20%	60%	20%	Cloudcoil Canyon, Wiggly Way
Magmagoo		20%	-60%	0%	0%	0%	20%	-40%	20%	20%	20%	Calmlands, Drylands
Puddlegoo		0%	20%	-60%	0%	0%	20%	60%	20%	-40%	20%	Capstan-upon-Hull, Shallow Shoals
Spanglegoo		0%	0%	0%	20%	-60%	-40%	20%	60%	20%	20%	Lake Gearie, Factory Floors
Voogoo		0%	0%	0%	-60%	20%	60%	20%	-40%	20%	20%	Old Well, Nazcaä

Stat Details

The gelatinous goos are blob-like monsters that come in both standard and elementally-infused flavors. They often use a hopping stomp that's easy to see coming, a head smack that is so fast it's near instant, and a spit attack at close to mid-range. Considering their low mobility, the safest way to fight goos involves slinging spells and ranged attacks from a distance. These become your only offensive options once a goo enters the armored state, which makes it impervious to melee attacks. Elemental goos have a few unique abilities; their spit attacks will deal damage relative to their type with a chance to inflict status ailments. At below 50% health, they can create duplicates of themselves, as well as self-destruct after performing a radial charge. The latter attack kills them, but deals immense damage if you're caught within its radius. For these reasons, removing them from the battlefield as quickly as possible is imperative.

Drop Details: Goo

Material Name	Req.
Fresh Wonderwater	—
Holy Wonderwater	7
Shivering Wonderwater	35
Heavenly Wonderwater	50

Drop Details: Dynagoo

Material Name	Req.
Fresh Wonderwater	—
Babbling Wonderwater	11
Hellish Wonderwater	42
Blissful Wonderwater	65

Drop Details: Magmagoo

Material Name	Req.
Babbling Wonderwater	—
Simmering Wonderwater	30
Hellish Wonderwater	42
Blissful Wonderwater	65

Drop Details: Puddlegoo

Material Name	Req.
Holy Wonderwater	—
Oasis Wonderwater	21
Shivering Wonderwater	35
Heavenly Wonderwater	50

Drop Details: Spanglegoo

Material Name	Req.
Holy Wonderwater	—
Oasis Wonderwater	21
Heavenly Wonderwater	50
Enlightened Wonderwater	80

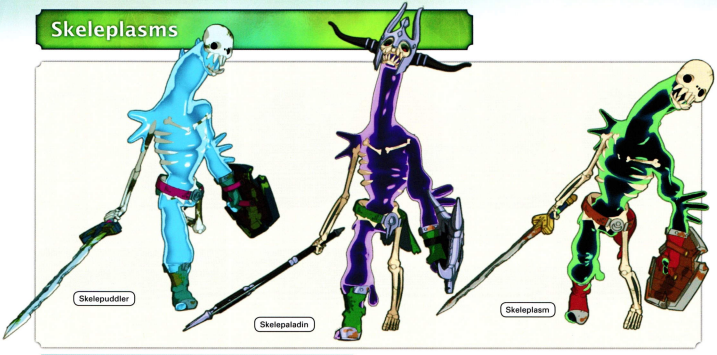
Drop Details: Voogoo

Material Name	Req.
Babbling Wonderwater	—
Simmering Wonderwater	30
Hellish Wonderwater	42
Blissful Wonderwater	65



Move away when you see an elemental goo's charged attack! They're about to self-destruct, and they don't need to take you with them.

Skeleplasms



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Skeleplasm		0%	0%	0%	-30%	0%	30%	30%	30%	30%	30%	Rolling Hills, Wiggly Way
Skelepuddler		20%	20%	-50%	0%	0%	30%	30%	30%	30%	30%	On the Ocean
Skelepaladin		0%	0%	0%	-20%	40%	30%	30%	30%	30%	30%	Old Well, Nazcaä

Skeleplasms come in three varieties: skeleplasms, skelepuddlers, and skelepaladins. Every variant shares the same slashing combos, along with an overhead cleave; watch out, since this attack's forward momentum and ability to track your movement makes it difficult to avoid! You can opt to escape by continuously evading backwards, or stand your ground and perfect block their overhead cleaves to put them off balance. By striking as they recoil, you can send these foes into a knockdown state and blitz them with your most powerful skills. Skelepaladins feature a unique and highly dangerous rushing flurry that can catch you off guard if you're not careful. This attack is signaled by a short jump, so use this cue to evade backwards until the skelepaladin relents. Getting caught in this flurry often proves fatal, since each hit causes you to stagger and prevents you from escaping. If this happens, quickly use Soreaways to heal yourself as many times as necessary until the blows stop coming. The final hit that closes out this attack can result in the skelepaladin's weapon getting stuck in the ground; a well-timed strike as this happens can also knock this monster down.

Drop Details: Skeleplasm

Material Name	Req.
Iron Nugget	—
Base Bone	—
Copper Nugget	7
Flat Bone	7
Spiky Bone	21
Tranquilium Nugget	35
Somnium Nugget	42
Delicate Wing Bones	42
Sturdy Jawbone	65

Equipment Name	Tier
Broadsword	1
Wolfram Sword	2
Savior's Sword	4
Yeti's Tooth	5
Bloody Brand	7

Drop Details: Skelepuddler

Material Name	Req.
Silver Nugget	—
Sturdy Bone	—
Gold Nugget	21
Spiky Bone	21
Tranquilium Nugget	35
Giant Ribcage	35
Delicate Wing Bones	42
Nocturnium Nugget	50
Forked Tail Bone	50

Equipment Name	Tier
Shamshir	2
Roaring Sword	3
Yeti's Tooth	5
Redeemer's Sword	6
Zodiarch's Sword	8

Drop Details: Skelepaladin

Material Name	Req.
Steely Nugget	—
Twisty Bone	—
Giant Ribcage	35
Somnium Nugget	42
Nocturnium Nugget	50
Forked Tail Bone	50
Arquum Nugget	65
Hefty Skull	80

Equipment Name	Tier
Gabriel's Gavel	4
Full Boar Ax	5
Ax of Champions	6
Megaton Maul	7
Ax of Heroes	8

Hedgehounds



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Hedgehound		0%	0%	-20%	0%	0%	30%	30%	30%	50%	30%	Rolling Hills, Wiggly Way
Quiverine		30%	-20%	0%	0%	0%	30%	30%	30%	30%	30%	Lake Gearie, Drylands
Snagglewolf		-20%	30%	0%	0%	0%	30%	30%	30%	30%	30%	Shrine of Unity, Permafrost Plains

Drop Details: Hedgehound

Material Name	Req.
Lean Meat	—
Shaggy Fur	—
Middling Meat	10
Tender Tripe	10
Fierce Fur	11
Fine Fur	30
Super-Cool Fur	42

Drop Details: Snagglewolf

Material Name	Req.
Middling Meat	—
Fierce Fur	—
Brawny Meat	20
Chunky Meat	25
Flowing Fur	35
Super-Cool Fur	42
Hellish Fur	65

Drop Details: Quiverine

Material Name	Req.
Middling Meat	—
Rugged Fur	—
Mystery Meat	20
Fearless Fur	21
Lardons	35
Hellish Fur	65

Hedgehounds are the most basic of the hedgehound enemy type. They have no elemental affinity, but they're weak against attacks imbued with Wind. The quiverine and snagglewolf are of the Fire and Water elements respectively, but this only affects their resistances, and not the damage types of their attacks (despite some perceivable visual indicators). Hedgeounds share two close-range attacks; a double-bite and a pounce, and have a few unique moves that are divided among them. They are quite agile and will often run around you making them difficult to catch, so your best opportunity to attack is after avoiding their moves. The rush attack used by both hedgehounds and quiverines is performed after a brief charge. Blocking this attack will knock any hedgehound type over, giving you the chance to finish it off. The rush travels straight with no ability to track you and is easily avoided by strafing. If you choose to do this, you can knock it over with melee attacks as it recovers. Snagglewolves cannot perform this rush attack, but in its place gain a projectile spit attack that deals magic damage. This attack is used at mid- to long-range and carries forward in a straight trajectory, which you can easily avoid by strafing.



Performing a perfect block against a hedgehound's rush attack will send it into a Knocked down state!

Wyverns



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Wyvern		0%	-30%	20%	0%	0%	40%	40%	40%	40%	40%	Rolling Hills, Snaketooth Ridge
Wyvern Warlord		20%	0%	20%	-20%	-10%	80%	80%	80%	80%	80%	On the Ocean, Lake Gearie
White Wyvern		0%	0%	20%	30%	-60%	-50%	40%	40%	100%	40%	Factory Floors, Shrine that Time Forgot
Wicked Wyvern		0%	0%	20%	-60%	30%	100%	40%	40%	-50%	40%	Nazcaã
Wildfire Wyvern		30%	-60%	20%	0%	0%	40%	-50%	40%	40%	40%	Shabby Shrine, Drylands

Wyverns come in standard, warlord, and three elemental variations. Warlords are essentially the same foe previously encountered as a boss, but with differing resistances. All variants can fight both on the ground or in the air. On the ground, they share a couple of basic axe swings with decent forward momentum, indicated by them raising their axes. The running slashes used by the Warlord and elemental variants travel straight and should be dodged laterally. Once a wyvern becomes airborne, prioritize knocking it out of the air with ranged skills or by jumping to hit it with melee strikes. Be ready to dodge to either side when they swoop towards you in this mode. The elemental wyvern types can perform projectile charged attacks while either grounded or in mid-flight. Quickly using a skill or Spinning Slice can allow you to perform a charge break and knock the wind straight out of these reptilian foes, at which point they can easily be taken out!

Drop Details: Wyvern

Material Name	Req.
Shabby Leather	—
Iron Nugget	—
Silver Nugget	11
Dark & Stormy Leather	21
Gnarly Leather	35
Tranquilium Nugget	35
Savage Leather	50
Nocturnium Nugget	50
Equipment Name	**Tier**
Old Cloak	1
Leather Armor	2
Twinkly Tunic	3
Restoration Robes	5
Heretic's Robes	7

Drop Details: Wildfire Wyvern

Material Name	Req.
Shoe Leather	—
Copper Nugget	—
Steely Nugget	30
Gnarly Leather	35
Somnium Nugget	42
Savage Leather	50
Nocturnium Nugget	50
Sparkly Leather	65
Equipment Name	**Tier**
Upstanding Spear	2
Soldier's Spear	3
Spectrum Spear	4
Dragon Lance	6
Prism Spear	7

Drop Details: Wyvern Warlord

Material Name	Req.
Shabby Leather	—
Silver Nugget	—
Dark & Scaly Leather	11
Steely Nugget	30
Tranquilium Nugget	35
Wild Leather	42
Sparkly Leather	65
Arquum Nugget	65
Equipment Name	**Tier**
Light Tunic	2
Twinkly Tunic	3
Bone Mail	4
Daredevil's Armor	6
Phantom Mantle	8



Drop Details: White Wyvern

Material Name	Req.
Shoe Leather	—
Gold Nugget	—
Knobbly Leather	30
Wild Leather	42
Nocturnium Nugget	50
Twinkly Leather	80
Suscitanium Nugget	80
Equipment Name	**Tier**
Ice Crystal Pistol	3
Sick Shooter	4
Plunderbuss	5
Frontier Flintlock	6
Maelstrominator	7

Drop Details: Wicked Wyvern

Material Name	Req.
Dark and Scaly Leather	—
Steely Nugget	—
Gnarly Leather	35
Somnium Nugget	42
Sparkly Leather	65
Arquum Nugget	65
Equipment Name	**Tier**
Lizard Lance	4
Glorious Lance	5
Fish Fork	6
Soulshaker	7
Splendiferous Lance	8

Zapwing & Charfinch!



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
		Fire	Water	Wind	Earth	Ice	Poison	Freeze	Sleep	Confuse	Petrify	
Zapwing	Wind	60%	0%	10%	0%	30%	60%	40%	40%	0%	40%	Cloudcoil Canyon, Wiggly Way
Charfinch	Wind	10%	-40%	0%	30%	0%	40%	0%	40%	40%	40%	Leucippes' Labyrinth, Makronos

The zapwing and charfinch are airborne Wind and Fire element enemies, and as such require you to hit them with ranged attacks, or jump to reach them with melee strikes. When using ranged attacks, approach them from either side to avoid their projectiles. After landing a few hits you'll knock them to the ground; so long as you continue to attack them, they'll remain earthbound and unable to move. Charfinches are especially weak to Water-imbued attacks, so hitting them with spells such as Water Balloon will deal plenty of damage. Watch out as they gather energy, since this signals two possible moves: the first is an elemental projectile (that's either Fire- or Wind-based depending on the monster), while the second is a bit different. They will form a white circle beneath them and attempt to absorb any nearby Higgledy followers as they scour the battlefield; this increases the power of the zapwing or charfinch's next elemental projectile, so quickly dispatch these foes before they get a chance to launch their powered-up projectiles and you'll rescue your Higgledies!

Drop Details: Zapwing

Material Name	Req.
Lean Meat	—
Fledgling Feather	—
Bony Bits	10
Tender Tripe	10
Cloud Crow Feather	30
Bolt Eagle Feather	50
Neverwing Feather	80
Equipment Name	**Tier**
Wizard's Wand	1
Warlock's Wand	2
Wand of Wit	3
Gemblaze Baton	5
Flutterby Staff	7

Drop Details: Charfinch

Material Name	Req.
Bony Bits	—
Fledgling Feather	—
Candy-Owl Feather	21
Mystery Meat	25
Chunky Meat	25
Slumbergull Feather	35
Everwing Feather	65
Equipment Name	**Tier**
Sorcerer's Scepter	2
Wizard's Posy	3
Flutterby Baton	4
Wizard's Bouquet	6
Rubyblaze Rod	8

Fairies



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Sylphie		-40%	0%	20%	0%	0%	20%	20%	20%	60%	20%	Cloudcoil Canyon, Wiggly Way
Petalia		0%	0%	0%	0%	0%	20%	20%	20%	20%	20%	Wiggly Way, Forest of Niall
Inferna		20%	-40%	0%	0%	0%	20%	0%	20%	20%	20%	Calmlands, Drylands
Delphine		0%	20%	-40%	0%	0%	20%	60%	20%	0%	20%	Capstan-upon-Hull, Shallow Shoals
Obsidia		0%	0%	0%	-40%	20%	60%	20%	20%	20%	20%	Forest of Niall - Hard Woods, Nazcaä
Lumina		0%	0%	0%	20%	-40%	0%	20%	20%	60%	20%	Lake Gearie, Factory Floors



Watch out! fairies may attempt to absorb your Higgledy followers with an orb generated by their hands. Take these enemies out before this can happen, or you'll need to replenish your followers!

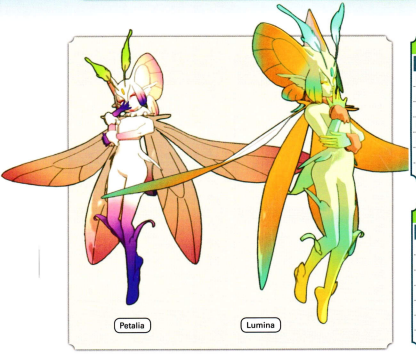
The mischievous fairies come in five color-coded variants that each match an element, as well as a neutral, white type that only deals Magic damage. Their attacks are limited to a body rush that travels in a straight trajectory, as well as a projectile that deals elemental damage from a distance; both attacks are easily evaded by simply strafing, but Pixies are skittish in nature and can be difficult to catch with standard melee attacks. All variants except for the neutral petalia are weak against their opposite element, so you can use this to your advantage by quickly dispatching them with ranged spells such as Fireball or Water Balloon. These fairy-like foes act as support units during battle and can heal nearby monsters, so it's important to prioritize taking them out first. Pixies can also roam the battlefield and absorb your Higgledy followers—leaving you with only a brief window of opportunity to rescue your stolen sprites by defeating their abductor before it's too late!

Drop Details: Sylphie

Material Name	Req.
Fledgling Feather	—
Lambkin Cotton	—
Polyparrot Feather	11
Cloudhaze Cotton	21
Frostyfluff Cotton	35
Slumbergull Feather	35
Bolt Eagle Feather	50
Sunnysmile Cotton	65

Drop Details: Petalia

Material Name	Req.
Lambkin Cotton	—
Waddleduck Feather	—
Greenglade Cotton	11
Cloudhaze Cotton	21
Slumbergull Feather	35
Everwing Feather	65
Tinkletune Cotton	80



Drop Details: Inferna

Material Name	Req.
Gloaming Cotton	—
Fledgling Feather	—
Candy-Owl Feather	21
Raincloud Cotton	30
Cuddlywarm Cotton	42
Arrowhawk Feather	42
Woebegone Cotton	50

Drop Details: Delphine

Material Name	Req.
Greenglade Cotton	—
Polyparrot Feather	—
Cloudhaze Cotton	21
Cloud Crow Feather	30
Frostyfluff Cotton	35
Cuddlywarm Cotton	42
Arrowhawk Feather	42
Everwing Feather	65

Drop Details: Obsidia

Material Name	Req.
Cloudhaze Cotton	—
Waddleduck Feather	—
Raincloud Cotton	30
Cloud Crow Feather	30
Arrowhawk Feather	42
Woebegone Cotton	50
Everwing Feather	65

Drop Details: Lumina

Material Name	Req.
Candy-Owl Feather	—
Gloaming Cotton	—
Raincloud Cotton	30
Slumbergull Feather	35
Bolt Eagle Feather	50
Sunnysmile Cotton	65
Neverwing Feather	80

Grimchillas



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Grimchilla Banger		-30%	0%	0%	0%	0%	30%	30%	30%	30%	20%	Heartlands, Forest of Niall
Grimchilla Pranger		0%	0%	-30%	0%	0%	30%	30%	30%	30%	20%	Heartlands, The Abyss
Grimchilla Clasher		0%	0%	0%	-30%	0%	30%	30%	30%	30%	20%	Wiggly Way, Forest of Niall
Grimchilla Clanger		0%	-30%	0%	0%	0%	30%	30%	30%	30%	20%	Wiggly Way, Shallow Shoals
Grimchilla Splasher		0%	0%	0%	0%	-30%	30%	30%	30%	30%	20%	Capstan-upon-Hull, Shallow Shoals



Grimchillas are a stronger species of whamster and share all of their same variants. They also have two unique ones, which are the shamanic clashers and splashers. Both are ranged casters who will launch elemental projectiles after a short charge. Clashers will cast Wind imbued lightning bolts while splashers cast Water projectiles with slight homing properties. Like prangers, you may want to prioritize taking them out first as they can become a distraction when tackling other foes. You can still back away to avoid the Banger's basic swings, but stick to moving around its jumping plunge which has greater forward momentum. Clangers feature no new moves, and can be dealt with in similar fashion to the whamster version. Prangers will fire single arrows, but can also launch an explosive shot. This attack is fired in a parabolic arc, so if you see them raise their bow skywards, begin strafing in response.



Grimchillas are much more formidable than your average whamster, and some of their attacks are quite fast and powerful. Stay on your feet and try not to underestimate these enemies!

Drop Details: Grimchilla Banger

Material Name	Req.
Flat Bone	—
Rugged Fur	—
Fearless Fur	21
Spiky Bone	21
Flowing Fur	35
Giant Ribcage	35
Forked Tail Bone	50
Hellish Fur	65
Equipment Name	**Tier**
Massive Mallet	1
Platinum Ax	2
Sore Boar Ax	4
Steelpounder	6
Gigaton Gavel	8

Drop Details: Grimchilla Pranger

Material Name	Req.
Fierce Fur	—
Fledgling Feather	—
Candy-Owl Feather	21
Fine Fur	30
Slumbergull Feather	35
Super-Cool Fur	42
Bolt Eagle Feather	50
Hellish Fur	65
Equipment Name	**Tier**
Longbow	2
Ogre's Bow	3
Soulbeast Bow	4
Nymph's Bow	6
Naga Bow	8

Drop Details: Grimchilla Clasher

Material Name	Req.
Flat Bone	—
Rugged Fur	—
Spiky Bone	21
Flowing Fur	35
Delicate Wing Bones	42
Super-Hot Fur	50
Forked Tail Bone	50
Hellish Fur	65
Equipment Name	**Tier**
Simple Slippers	1
Whirlwind Boots	2
Silk Slippers	3
Cybernetic Boots	5
Gaudy Galoshes	7

Drop Details: Grimchilla Clanger

Material Name	Req.
Flat Bone	—
Rugged Fur	—
Fearless Fur	21
Spiky Bone	21
Fine Fur	30
Delicate Wing Bones	42
Super-Hot Fur	50
Hefty Skull	80

Drop Details: grimchilla splasher

Material Name	Req.
Rugged Fur	—
Sturdy Bone	—
Fearless Fur	21
Giant Ribcage	35
Super-Cool Fur	42
Delicate Wing Bones	42
Super-Hot Fur	50
Sturdy Jawbone	65
Equipment Name	**Tier**
Boss's Boots	2
Sea Breeze Sandals	4
Cybernetic Boots	5
Strongbox Boots	6
Biometric Boots	8

BL Bots



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
BL-Ade Bot	—	0%	-20%	10%	10%	0%	40%	40%	40%	10%	40%	Factory Floors
BL-Ade Bot 2.0	—	0%	-10%	10%	10%	0%	40%	40%	40%	10%	40%	Factory Floors
BL-Ance Bot	—	0%	-20%	10%	10%	0%	40%	40%	40%	10%	40%	Factory Floors
BL-Ast Bot	—	0%	-20%	10%	10%	0%	40%	40%	40%	10%	40%	Factory Floors
BL-Udgeon Bot	—	0%	-20%	10%	10%	0%	40%	40%	40%	10%	40%	Factory Floors
BL-Udgeon Bot 2.0	—	0%	-10%	10%	10%	0%	40%	40%	40%	10%	40%	Factory Floors

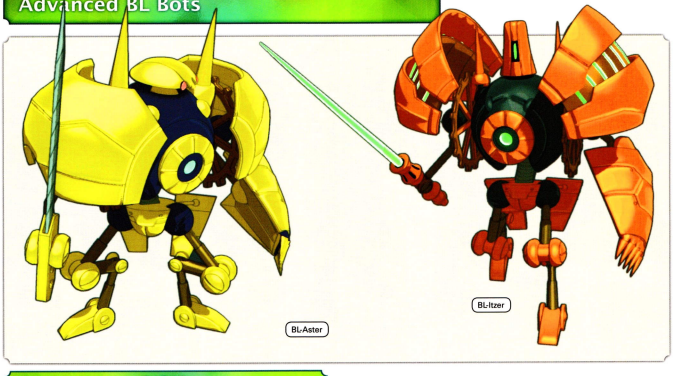


Watch for the bots to to cluster around you and turn them into scrap heaps with your widest-reaching skills!

BL Bots are humanoid robots exclusively encountered within Broadleaf's Factory Floors. They are often fought along tight walkways, so skills with a wide area-of-effect prove especially effective against them. These mechanical sentries all share a weakness against the Water element, and this vulnerability can be exploited by using skills such as Water Spout or Wave Cutter to make short work of them.

Their combat behavior is identical to that of the mouse soldiers fought in Ding Dong Dell Castle, with the 2.0 bots being analogous to the much stronger elite types. These upgraded models feature higher stats, better stun resistance, and are slightly less susceptible to Water-based damage than their inferior counterparts; as such, they're quite dangerous, so don't underestimate their damage dealing potential! The BL-Ast Bots are ranged support units and should always be prioritized, since they can lob powerful explosive grenades from a distance in addition to their rifle shots.

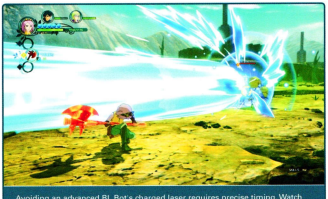
Advanced BL Bots



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
BL-Aster		0%	10%	-30%	10%	10%	100%	40%	100%	100%	100%	Lake Gearie, Sublime Shrine
BL-Itzer		0%	10%	-30%	10%	10%	100%	40%	100%	100%	100%	Factory Floors, Shrine that Time forgot

Advanced BL Bots are armored combat droids that attack with a variety of melee sword swipes, but they also feature the unique ability to transform into a wrecking ball and roll around the battlefield in an attempt to ram into their targets. They can easily be avoided while in this state by locking-on and evading or strafing sideways, depending on distance. Advanced BL Bots are immune to ranged attacks while in ball form, so wait for them to briefly pause and use a dash attack to knock them down and force them to revert into robot form. Both models are equipped with a charged attack laser beam that can be fired from their core after a lengthy charging period; rush these robots down with enhanced skills the moment they begin gathering energy to cancel their beam, and leave them dazed! BL-Itzer models are outfitted with beam sabers, so you'll now need to watch out for the waves of Light-based energy they emit after each swipe!



Avoiding an advanced BL Bot's charged laser requires precise timing. Watch for it to perform a brief jump and evade in either direction just as it lands!

Drop Details: BL-Aster

Material Name	Req.
Dark Crystal	—
Steely Nugget	—
Somnium Nugget	42
Inferno Crystal Cluster	42
Arquum Nugget	65
Equipment Name	**Tier**
Hurly Handgun	3
Sick Shooter	4
Plunderbuss	5
Direarm	7
Master Blaster	9

Drop Details: BL-Itzer

Material Name	Req.
Dark Crystal	—
Gold Nugget	—
Tranquilium Nugget	35
Nocturnium Nugget	50
Glacier Crystal Cluster	50
Suscitanium Nugget	80
Equipment Name	**Tier**
Hurlcules Handgun	4
Lodestone Laser	5
Frontier Flintlock	6
Soul Destroyer	8
Cad's Cannon	10

Strong Monsters

Stong monsters are bigger, have more health, and hit harder—so you'll need to give them the respect they deserve on the battlefield. Taking on strong monsters will prove to be a more challenging task, as these enemies will often be much higher level than your party upon first entering new areas; leveling up your characters and obtaining better gear can help even the odds, but exploiting each monster's key weaknesses can allow you to emerge victorious even at much lower levels. Almost all strong monsters benefit from high stun resistances, which means the only way to stagger them or knock them down involves unleashing well-timed enhanced skills the moment they enter a vulnerable state (for more on this topic, consult P.42). Getting good at exploiting each of these foes' vulnerabilities lets you incapacitate them for extended periods of time and make short work of them!



Strong monsters are either encountered on their own, or in the company of a couple standard monsters.

Like their weaker brethren, strong monsters are classified by type and feature multiple different variants; some of these formidable adversaries are initially fought as bosses before populating certain regions of the field map or specific dungeons. While navigating indoor areas, you may occasionally encounter a red icon on the in-game map indicating the presence of a strong monster at that location, so approach with caution! Since many strong monsters can make use of devastating charged attacks, we recommend familiarizing yourself with the Advanced Combat chapter beginning on P.38, for a full explanation of how to interrupt these attacks by performing charge breaks. Mastering this aspect of the game will give you a huge advantage over the enemies presented in the following pages!

Porcs



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Porc		10%	0%	-30%	0%	0%	50%	50%	50%	50%	50%	Leucippes' Labyrinth, The Abyss
Porc Chopper		-30%	0%	10%	0%	0%	50%	50%	50%	50%	50%	Cloudcoil Canyon, Wiggly Way
Porc Skewerer		0%	0%	0%	-30%	10%	50%	50%	50%	50%	50%	Pinwheel Flats, Lake Gearie



The brutish sword-wielding porcs follow a hierarchy that divides them into three increasingly powerful ranks: Porc chopper, porc, and porc skewerer from weakest to strongest. Each variant shares the same basic swinging combos, and the best defensive option against these attacks is to evade directly through the initial strikes. This will place you near the monster's back and out of reach of the follow-up swings—giving you a small window of opportunity to retaliate and deal some damage. These enemies are also capable of performing a deadly charged attack slam that causes a powerful circular shockwave to ripple around them; they're exposed for quite some time as they gather energy, so you can either get to safety by backing away or attempt a charge break by blitzing these thugs with your most powerful skills to cancel their slam!

Porcs are vulnerable when they lift their heads to the sky and let out a roar; this presents a perfect opportunity to knock them down by using an enhanced skill. It's very important not to confuse this roar with the grunt they make to signal some of their more powerful attacks, however. When fighting a porc chopper, this grunt telegraphs one of three potential moves: the first is a shield rush that pushes the monster forward in a straight trajectory, and can easily be sidestepped or evaded, provided that you see it coming; the second is a devious leaping sword thrust designed to catch you off guard, which you'll need to anticipate and evade; the last (and arguably most dangerous) is a spinning flurry of sword slashes that accelerates in momentum after the somewhat sluggish initial attack. Your best bet is to position yourself directly behind the whirling dervish before it gets a chance to pick up speed, and to remain in this blind spot until it stops slashing.

The blue-skinned porcs are tougher in general, but can't perform either the leaping thrust or spinning flurry which are exclusive to the porc choppers. Instead, they'll either do a shield rush, or a unique jumping sword cleave that leaves them briefly vulnerable to counter-attacks as their swords get stuck in the ground. Now's your chance to hit them with a melee attack to knock them down and score some free hits! Finally, the menacing porc skewerer adds a thrust to the end of its shield rush, so you'll need to watch out as this greatly extends the range of this attack; evade sideways to steer clear of this signature strike!



Move out to a safe distance once a porc begins its charged attack and retaliate with your ranged attacks and spells!

Drop Details: Porc

Material Name	Req.
Dark and Stormy Leather	—
Steely Nugget	—
Spiky Bone	—
Gnarly Leather	35
Giant Ribcage	35
Somnium Nugget	42
Sparkly Leather	65
Sturdy Jawbone	65
Suscitanium Nugget	80
Equipment Name	**Tier**
Roaring Sword	3
Starfall Sword	5
Giant's Tooth	7
Sword of State	8
Sovereign Sword	9

Drop Details: Porc Skewerer

Material Name	Req.
Knobbly Leather	—
Tranquilium Nugget	—
Twisty Bone	—
Wild Leather	42
Delicate Wing Bones	42
Nocturnium Nugget	50
Arquum Nugget	65
Twinkly Leather	80
Hefty Skull	80
Equipment Name	**Tier**
Lizard Lance	4
Statesman's Spear	5
Dragon Lance	6
Soulshaker	7
Dolphin Fork	8

Drop Details: Porc Chopper

Material Name	Req.
Copper Nugget	—
Shoe Leather	—
Sturdy Bone	—
Knobbly Leather	30
Giant Ribcage	35
Somnium Nugget	42
Savage Leather	50
Forked Tail Bone	50
Sparkly Leather	65
Arquum Nugget	65
Sturdy Jawbone	65
Equipment Name	**Tier**
Shamshir	2
Roaring Sword	3
Redeemer's Sword	6
Sword of Sorrow	8
Nebula Sword	9

Manticores



Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
		Fire	Water	Thunder	Ice	Dragon	Poison	Freeze	Sleep	Confuse	Petrify	
Manticore		30%	0%	30%	0%	0%	50%	50%	50%	50%	50%	Heartlands, Calmlands
Adamanticore		30%	-30%	0%	0%	0%	50%	100%	50%	70%	70%	Drylands, Bleachbone Shrine
Brillianticore		-30%	0%	20%	20%	-30%	50%	50%	50%	50%	50%	Shrine of Unity, Permafrost Plains

The arid dunes of the Drylands and the frigid expanses of Jack Frost's Playground are home to the adamanticore and brillianticore sub-species, but the common breed of manticore is a monster you'll encounter early and often during your travels. Regardless of which variant you're facing, these beasts are mainly a threat from the front or back, so positioning yourself near their flanks is by far the safest way to tackle them. Build up some Zing and MP from this position, then strike with an enhanced skill the moment they tilt their heads up and roar to incapacitate them. The frenzied leaping attack shared by the standard manticore and the brillianticore is quite dangerous; evade sideways and steer clear of their backs as they finish pouncing, since you can expect a hind kick, poisonous spit or bolts of lightning to follow immediately afterwards.

Watch out for the brillianticore's alternate roar—recognizable by the blast of air it creates—since this always precedes a barrage of lightning spikes launched from the beast's hands; rush to the brillianticore's flanks as soon as you see this and let loose an enhanced skill to knock it down while it's busy attacking! Each manticore type gains the ability to charge up once their HP reaches the 70% mark, but this produces different results depending on the sub-species: the standard manticore unleashes a deadly explosion that deals magical damage and inflicts the Sleep status ailment; the adamanticore sets its claws ablaze, which imbues its melee flurry with Fire damage and doubles the number of swipes; and finally, the brillianticore recovers 30% of its health. Keeping your distance from the manticore can prove wise, but always blitz the other two variants with everything you've got since there's no risk of taking damage even if you fail to perform a charge break!

Drop Details: Manticore

Material Name	Req.
Coarse-Grained Lumber	—
Dark and Scaly Leather	—
Fierce Fur	—
Knobbly Leather	30
Flowing Fur	35
Jolly Lumber	35
Savage Leather	50
Gloomy Lumber	50
Sparkly Leather	65
Heavenly Fur	80
Equipment Name	**Tier**
Soldier's Spear	3
Lizard Lance	4
Statesman's Spear	5
Prism Spear	7
Soulbreaker	9

Drop Details: Adamanticore

Material Name	Req.
Gnarly Leather	—
Flowing Fur	—
Jolly Lumber	—
Wild Leather	42
Grumpy Lumber	42
Super-Hot Fur	50
Hellish Fur	65
Lovely Lumber	65
Twinkly Leather	80
Equipment Name	**Tier**
Dragon Lance	6
Prism Spear	7
Whirlwind Spear	8
Kaleidospear	9
Longshank	10

Drop Details: Brillianticore

Material Name	Req.
Dark & Stormy Leather	—
Fine Fur	—
Fine-Grained Lumber	—
Super-Cool Fur	42
Savage Leather	50
Gloomy Lumber	50
Sparkly Leather	65
Heavenly Fur	80
Dumb Lumber	80
Equipment Name	**Tier**
Salamander	6
Maelstrominator	7
UnrealThing	8
Pyramid Beam	9
Cad's Cannon	10

Mumshroom & Glumshroom



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
		Fire	Water	Earth	Wind	Holy	Poison	Freeze	Sleep	Confuse	Petrify	
Mumshroom		-40%	0%	40%	0%	0%	40%	20%	100%	40%	40%	Forest of Niall, Eert Grove
Sporcino		40%	10%	0%	0%	0%	40%	20%	100%	40%	40%	Forest of Niall, Eert Grove
Glumshroom		0%	0%	0%	-40%	40%	100%	20%	40%	40%	40%	Nazcaä
Glumspore		0%	0%	0%	40%	0%	100%	20%	40%	40%	40%	Nazcaä

These overgrown fungi come in two separate sub-species. Mumshrooms are by far the most common variant, while glumshrooms are unique offshoots native to the continent of Nazcaä. Both share the ability to summon their own brand of tiny mushroom-like offspring called sporcinos or glumspores to defend them. Focus on eliminating these additional threats by using skills with a wide area-of-effect the moment they appear; this prevents them from spreading out and allows you to focus on the motherly mushrooms instead. Mumshrooms and glumspores are mostly immobile and only able to swivel on their own axis to face you; they lack long-distance attacks, so the safest way to take them out is to hang back and use ranged attacks and skills. Mumshrooms are weak against Fire, while glumshrooms are highly susceptible to Light-based damage, so exploit these weaknesses to swiftly dispatch them for afar!

When fighting these monsters up close, stick behind them to avoid their frontal melee swings. Unlike other strong monsters, mumshrooms and glumshrooms only feature a medium degree of stun resistance, so they can be repeatedly knocked down by your spinning slice. Watch out when they begin raining spores and immediately back away; these deal magical damage and can also inflict status ailments. The ones spewed out by the mumshroom can cause Confusion, while the glumshroom's spores can Poison its victims. Retreat as soon as one of these monsters begins inhaling air, since a large 360-degree gust of wind will soon follow. The glumshroom can burrow underground and hide—sprouting five clones of the strange growth found on its head. You'll need to guess which one is connected to the glumshroom and destroy it, or the monster will otherwise recover 30% of its HP when it resurfaces. Hitting the correct one will eventually cause it to shatter, subsequently marking the glumshroom's location each time it burrows. Use area-of-effect skills, but beware of the Poison-inducing fumes released by these growths after they wiggle!

Drop Details: Mumshroom

Material Name	Req.
Greenglade Cotton	—
Gunkshrooms	—
Moonbeam Mushrooms	15
Cutesy Pops	30
Cuddlywarm Cotton	42
Sunnysmile Cotton	65

Equipment Name	Tier
Boss's Boots	2
Silk Slippers	3
Sea Breeze Sandals	4
Strongbox Boots	6
Biometric Boots	8

Drop Details: Glumshroom

Material Name	Req.
Raincloud Cotton	—
Toadstool	—
Moonbeam Mushrooms	20
Dusk Star	40
Woebegone Cotton	50
Tinkletune Cotton	80

Equipment Name	Tier
Strongbox Boots	6
Gaudy Galoshes	7
Biometric Boots	8
Geomancer's Shoes	9
Sainted Sabatons	10



Use powerful Light-based skills to quickly destroy the glumshroom's fungal sprouts. The faster you take each of them out, the more chances you get to make the right guess!

Monuments



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Mossy Monument		-30%	0%	0%	50%	0%	20%	50%	100%	50%	50%	Heartlands, Runaway Cave
Crystal Crypt		0%	0%	0%	-30%	50%	50%	20%	50%	0%	50%	Lake Gearie, Pinwheel Flats

The Mossy Monuments you'll encounter as strong enemies behave identically to the one fought as a boss during the events of chapter 3, so turn to P.204 for a detailed analysis of this monster. The crystal crypt variant on the other hand has a few new tricks in its arsenal; it uses nearly all the same moves as the Mossy Monument, but you'll also have to contend with the homing orbs it often launches between attacks. These magical projectiles feature strong homing properties, so you'll need to move from left to right or evade sideways to avoid them. Be prepared to evade after the crystal crypt performs its punch combo, since this upgraded golem trades the spinning punch used by its lesser counterpart for a volley of homing orbs launched in your direction. Striking either golem type with a well-timed enhanced skill as they stop and roar guarantees a knockdown, so use this to your advantage!

The crystal crypt can perform a charged attack that unleashes a massive explosion capable of dealing substantial amounts of Dark damage—in addition to stealing 30% of the total MP of each character it connects with. The crystallized cluster on the golem's back glows ever brighter as it leeches more MP, culminating in the monster entering an enraged state where it bombards you with homing orbs and flying knuckle attacks. Keeping your distance and using ranged skills in combination with Higgledy Explosions is a safe way to perform a charge break and prevent this from happening, but avoid rushing in unless you're already very close, since this attack doesn't require a lengthy charging period. Once its HP drops to around the halfway mark, the crystal crypt will enter a frenzied state and launch four volleys of homing orbs in quick succession before becoming exhausted; strafe or evade from left to right and blitz the golem with enhanced skills while it's vulnerable!



The crystal crypt's charged attack explosion can leech MP from multiple party members; this can allow the monster to enter its enraged state very quickly!

Drop Details: Mossy Monument

Material Name	Req.
Milky Crystal	—
Solid Lumber	—
Sour Sap	—
Scented Sap	30
Forest Crystal Cluster	35
Jolly Lumber	35
Gloomy Lumber	50
Aromatic Sap	65
Henge Crystal Cluster	80
Dumb Lumber	80
Equipment Name	**Tier**
Twinkly Tunic	3
Bone Mail	4
Robes of Wisdom	6
Rococo Robe	8
Ermine Robes	10

Drop Details: CrystalCrypt

Material Name	Req.
Milky Crystal	—
Scented Sap	—
Steely Nugget	—
Tranquilium Nugget	35
Scentless Sap	35
Inferno Crystal Cluster	42
Nocturnium Nugget	50
Inky Sap	50
Storm Crystal Cluster	65
Suscitanium Nugget	80
Equipment Name	**Tier**
Autumn Mantle	4
Marauder's Armor	5
Crystal Robes	7
Infernal Mail	9
Ermine Robes	10

Jellies



Stellar Jelly



Helly Jelly

Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Stellar Jelly		30%	30%	-30%	0%	0%	40%	40%	40%	100%	40%	The Abyss, On the Ocean
Helly Jelly		0%	0%	0%	-30%	30%	100%	40%	40%	40%	60%	Old Well

Since they share most of the same attacks, Jellies can be summed up as much smaller versions of the Jelly Queen boss you'll first encounter during Chapter 5. At close range, these monsters can perform a three-hit tentacle slap combo that's best evaded by dodging sideways due to the forward momentum of each slap. Retreat when a Jelly begins flailing its tentacles and prepare to evade or block the incoming torpedo tackle; this rushing attack covers a fair amount of ground in addition to tracking your movement well, and these properties make it difficult to reliably avoid. Positioning yourself outside of its range by backing away as soon as the Jelly starts flailing its tentacles is the safest way to avoid taking damage. When one of these monsters leaps outside of view, pay close attention to the position of their shadows; they'll soon come crashing down and produce a small area-of-effect shockwave upon impact. Either stand your ground and jump up or move out of the way to avoid it.

The stellar jelly can fire up to four consecutive lasers with its tentacles; these beams travel in straight lines and deal Magical damage on impact. Begin strafing to either side and dodge as they draw near, then close into melee range to build up your Zing and MP. Both Jellies can unleash a deadly explosive blast after a lengthy charging process; the stellar jelly's explosion deals Magical damage and has a chance of inflicting the Confusion status ailment, while the one used by the helly jelly deals Dark damage and can inflict Poison. There's not much risk to attempting a charge break as long as you have enough resources to use enhanced skills, so rush in and cancel the attack to leave the jelly dazed and vulnerable to further attacks! If you don't think you can cancel this move, there's usually enough time to exit the explosion's blast radius, since its range is limited.

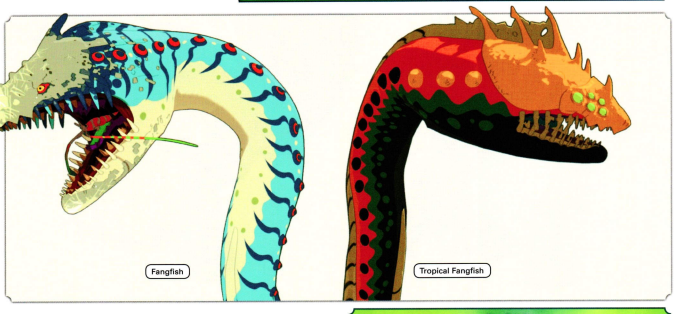
Drop Details: Stellar Jelly

Material Name	Req.
Seasilk	—
Splendid Squid	—
Whirlpool Shell	—
Oasis Wonderwater	—
Wee Urchins	30
Shivering Wonderwater	35
Littlehorn Shell	42
Iceflow Shell	80
Enlightened Wonderwater	80
Equipment Name	**Tier**
Wizard's Posy	3
Evil Eye Wand	4
Wand of Wisdom	5
Cherub's Scepter	7
Seraph's Staff	9

Drop Details: Hellyjelly

Material Name	Req.
Splendid Squid	—
Socktopus	—
Maelstrom Shell	—
Hellish Wonderwater	—
Fab Crab	40
Bighorn Shell	50
Warmflow Shell	65
Blissful Wonderwater	65
Equipment Name	**Tier**
Wand of Wisdom	5
Spiteful Staff	6
Cherub's Scepter	7
Rubyblaze Rod	8
Baleful Baton	9

Fangfish



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Fangfish		0%	30%	-30%	0%	0%	20%	100%	100%	100%	100%	Leucippes' Labyrinth
Tropical Fangfish		20%	-40%	20%	0%	0%	20%	100%	100%	100%	100%	Drylands

Fangfish are gigantic worm-like creatures that share many of their attacks with the Cetus boss encountered in chapter 5 (albeit with a much more limited repertoire). There are two sub-species of fangfish: a standard type that is vulnerable to the Wind element, and a tropical variant with a weakness to the Water element. They each behave identically and deal almost exclusively melee damage, except for their mid- to long-range spit attack. This projectile takes the form of a water bubble that deals Water damage when spewed by the regular fangfish, whereas the Tropical variant spits out a rock that deals magical damage—both can be avoided by simply moving sideways. At mid-range, you'll have to watch out for their dangerous head slam whenever they rear up. This has some ability to track your movement, so you'll need to evade in either direction just before it lands; if you can see this coming in time, close in on the fangfish and the attack will miss as it passes over you.

Fangfish have no means of moving around without first burrowing underground. When this happens, watch for the dust on the ground to stir, since this will indicate where they're going to surface next; this doubles as an attack since they will occasionally appear directly beneath you. Reliably evading this can be tricky, but you can greatly increase your chances by staying mobile. It's also important to remain aware of your surroundings while fangfish are above ground, since their tail will often emerge and perform a couple of melee attacks. A cloud of dust indicates where the tail will emerge, but this often happens outside your scope of vision as you're distracted by the main body. It's best to avoid locking-on to the fangfish and instead manually rotate the camera to always keep track of the tail's location while attacking the worm's body!

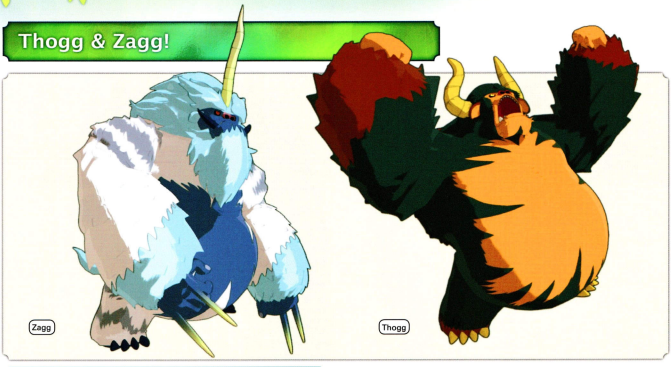
Drop Details: Fangfish

Material Name	Req.
Babbling Wonderwater	—
Dark and Stormy Leather	—
Scariwinkle	—
Swellfish	—
Twisty Bone	—
Shivering Wonderwater	35
Top Lobster	40
Forked Tail Bone	50
Sparkly Leather	65
Sturdy Jawbone	65
Blissful Wonderwater	65
Equipment Name	**Tier**
Backshot Bow	4
Mammoth Bow	5
Godbeast Bow	7
Blightwing Bow	9
Brightwing Bow	10

Drop Details: Tropical Fangfish

Material Name	Req.
Delicate Wing Bones	—
Knobbly Leather	—
Oasis Wonderwater	—
Savage Leather	50
Forked Tail Bone	50
Heavenly Wonderwater	50
Hefty Skull	80
Enlightened Wonderwater	80
Equipment Name	**Tier**
Blackwing Bow	6
Ritual Bow	7
Mastodon Bow	8
Sacrificial Bow	9
Brightwing Bow	10

Thogg & Zagg!



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Thogg		10%	10%	10%	10%	-20%	35%	35%	35%	35%	35%	Forest of Niall - Hard Woods, Pinwheel Flats
Zagg		-30%	10%	40%	10%	10%	50%	50%	50%	50%	50%	Ice House, Permafrost Plains

Thoggs and Zaggs encountered in the wild behave almost the same as they do during their respective boss fights, although the lack of Ironbough stumps in the environment prevents Zaggs from performing most of their unique leaping attacks. This limits their move set, but to make up for it, they've learned to throw rocks just as Thoggs do, and can perform a ground slam that creates a small shockwave followed by a series of lightning bolts raining down around them. Most of their attacks are used at close range, so they'll either chase you in an effort to get within striking distance or close the gap with a jumping slam. This attack is signaled when either Thogg or Zagg pound on their chests, so watch for this cue and evade sideways, or stand your ground and block. There's little time to counter between their attacks, so your safest bet is to hit a few times before moving away—fueling the use of your spells and abilities by gradually building Zing and MP.

Both monsters will enter an enraged state and gain access to their devastating charged attack punch once you've removed a chunk of their health. Luckily, you can simply close in and circle around these burly beasts as they wind up to avoid getting walloped by the incoming haymaker. If you intend to attempt a charge break instead, use up some of your MP and Zing to unleash your strongest skills as this punch is being charged up. While in this enraged state, Zaggs will also be able to use the previously mentioned ground slam that summons lightning bolts, and their regular claw swipes become temporarily imbued with Wind damage. They'll both eventually tire themselves out and exit this enraged state, however, use this opportunity to turn the tables on them. Finally, watch out for their jumping bellyflop charged attack when their HP gets even lower—move away from their shadow and jump up before they land to cleanly avoid the resulting shockwave!

Drop Details: Thogg

Material Name	Req.
Mystery Meat	—
Fearless Fur	—
Sour Sap	—
Chunky Meat	20
Gamey Meat	35
Flowing Fur	35
Inky Sap	50
Hellish Fur	65
Ambrosial Sap	80
Equipment Name	**Tier**
Crimson Ax	3
Sore Boar Ax	4
Steelpounder	6
Goldpounder	9
Meteor Mallet	10

Drop Details: Zagg

Material Name	Req.
Brawny Meat	—
Fine Fur	—
Scentless Sap	—
Lardons	30
Gamey Meat	35
Sweet Sap	42
Super-Hot Fur	50
Aromatic Sap	65
Heavenly Fur	80
Equipment Name	**Tier**
Ax of Champions	6
Tundra Thumper	7
Apocalypse Ax	8
Teraton Trasher	9
Meteor Mallet	10

Special Monsters

Special monsters are either quite rare or have unique properties that place them outside of the other established categories. Incarnates are elemental creatures that spawn infrequently as part of common enemy encounters. You won't see them until you've entered a fight, so they'll come as a surprise. They drop prism type materials upon being defeated and hitting them often generates three higgledy balls. If you want their drops, you'll need to take them out quickly since they'll eventually teleport away! Wyrms appear in fixed locations and it's possible to encounter one of them at a very early point in the game; you'll be sorely outmatched if you choose to immediately fight these formidable foes, however, so you'll need to return once you've grown powerful enough to match their power.

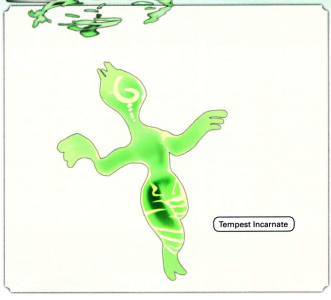
Incarnates!



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Tempest Incarnate		-100%	0%	100%	0%	0%	100%	100%	100%	100%	100%	Cloudcoil Canyon, Wiggly Way
Fire Incarnate		100%	-100%	0%	0%	0%	100%	100%	100%	100%	100%	Calmlands, Drylands
Water Incarnate		0%	100%	-100%	0%	0%	100%	100%	100%	100%	100%	The Abyss, Leucippes' Labyrinth
Light Incarnate		0%	0%	0%	100%	-100%	100%	100%	100%	100%	100%	Lake Gearie, Factory Floors
Darkness Incarnate		0%	0%	0%	-100%	100%	100%	100%	100%	100%	100%	Old Well

There are five types of Incarnates and each represents one of the elements. Their affinity with an element does not affect the type of damage their attacks deal—all of which are physical in nature—but it instead indicates their strengths and weaknesses in terms of resistances. For example, attacking an Incarnate with its respective element will nullify your damage, but using their opposing element will double the damage dealt. They'll spend most of their time running away from you, so you'll need to give chase and eliminate them before they can teleport out of the battle. For this reason, they can become a dangerous distraction while other enemies are present. It will be hard to hit them with melee attacks, but ranged attacks and spells are perfect for reaching them. Watch out for their infrequently-used high-velocity dash and flash emission attacks. They don't deal much damage, but are used to push you back—giving these monsters a chance to make their escape!



Drop Details: Tempest Incarnate

Material Name	Req.
Clear Prisms	—
Green Prisms	10
Sunset Prism	34
Enigma Prism	45
Polestar Prism	80

Drop Details: Fire Incarnate

Material Name	Req.
Clear Prisms	—
Red Prisms	10
Sunset Prism	34
Dream Prism	50
Nightmare Prism	65

Drop Details: Water Incarnate

Material Name	Req.
Clear Prisms	—
Blue Prisms	10
Ice Prism	34
Enigma Prism	45
Nightmare Prism	65

Drop Details: Light Incarnate

Material Name	Req.
Clear Prisms	—
Red Prisms	10
Blue Prisms	10
Enigma Prism	45
Dream Prism	50
Polestar Prism	80

Drop Details: Darkness Incarnate

Material Name	Req.
Clear Prisms	—
Green Prisms	10
Ice Prism	34
Dream Prism	50
Nightmare Prism	65

Wave & Windwyrms!



Stat Details

Monster Name	Affinity	Elemental Resistances					Status Resistances					Location
							Poison	Freeze	Sleep	Confuse	Petrify	
Wavewyrm		-40%	40%	0%	0%	0%	50%	50%	50%	50%	50%	Shallow Shoals
Windwyrm		0%	0%	40%	-40%	0%	50%	50%	50%	100%	50%	Rolling Hills, Tumbledown Shrine

Wyrms are enormous foes with a plethora of dangerous and wide-reaching attacks. They can be incredibly difficult to surmount, so take some time to prepare for these encounters. They have massive pools of health and you will need to take any boosts to your offense you can get to deal acceptable damage. Wyrms are of the reptilian affinity, so set your Tactic Tweaker accordingly. If you have weapons containing secondary skills that boost damage against dragons, now is the time to use them. The windwyrm's elemental attacks are all Wind-based, whereas the wavewyrm's are Water-based. Their elemental attacks are a huge factor, and it's highly recommended you wear equipment as well as use food items that boost your resistances to these elements.

When a wyrm crouches at mid- to long-range, it will perform a high-velocity rushing attack that you'll need to evade to either side of. Stay alert, as this attack can be quite fast and can easily catch you off guard. Their projectile spit attacks are indicated by rearing back their heads, and are used at mid- to long-range, both on the ground and in the air. The wavewyrm's spit attack launches a bubble of water that explodes upon impact, covering a wide area. This explosion will hit multiple times; you'll need to immediately begin strafing as soon as this attack is signaled to safely escape.

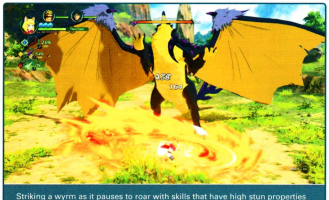
The windwyrm launches an electric bolt that creates a blast of lightning around its point of impact. It's best to make use of your evade's invulnerability window and dodge this attack at the last moment. Once a wyrm's health reaches the 70% mark, they will enter an enraged state. All of the windwyrm's melee attacks will be imbued with Wind, and it will generate storms of lightning strikes in various locations around its body. These can be avoided, however, since you can look for points on the floor that light up, indicating each incoming strike. The wavewyrm will cover itself in water, gaining the ability to fire a beam of ice while airborne. This attack begins below the monster and travels in a straight line towards you, so it can be evaded laterally. If the beam connects, it can cause the Freeze status ailment. The wyrms will eventually tire out of this state, forcing them to stop moving while they recover; this is your chance to get some real damage in, so go all out and don't hold anything back!

Drop Details: Wavewyrm

Material Name	Req.
Brawny Meat	—
Dark And Stormy Leather	—
Shivering Wonderwater	—
Melt-in-the-Mouth Meat	40
Savage Leather	50
Heavenly Wonderwater	50
Sparkly Leather	65
Enlightened Wonderwater	80
Equipment Name	**Tier**
Dreadstare Staff	6
Cherub's Scepter	7
Moonlight Baton	8
Baleful Baton	9
Astra	10

Drop Details: Windwyrm

Material Name	Req.
Tender Tripe	—
Dark And Scaly Leather	—
Simmering Wonderwater	—
Melt-in-the-Mouth Meat	40
Wild Leather	42
Hellish Wonderwater	42
Blissful Wonderwater	65
Twinkly Leather	80
Equipment Name	**Tier**
Radiant Blade	6
Bloody Brand	7
Sword of State	8
Sovereign Sword	9
Primordial Sword	10



Striking a wyrm as it pauses to roar with skills that have high stun properties will send it into a knocked down state!



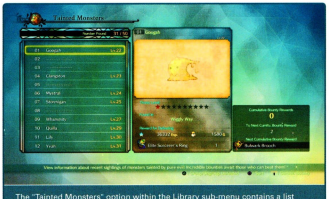
Tainted Monster Almanac

Throughout the land there are a breed of monsters that have been tainted by mysterious dark energy, making them more ferocious, more deadly, and more resilient than any other type of monster you'll encounter. So fearsome are they that, unlike normal enemies that run foolishly towards certain death, they stand their ground and wait for you to approach them, only engaging you after a direct challenge is issued.

An Introduction to Tainted Monsters

Tainted Monsters are bigger, tougher, and a lot meaner than the normal monster they were before the darkness infected them. Their Damage, Defense, and Health are all very high, and many of them have gained stronger stun resistance than the normal creatures you are used to fighting. As a result, it isn't possible to walk into these fights and expect to deal with them as you do their weaker brethren, without any preparation.

These enemies require you to gear up carefully, consider your party's composition, equipment, and skills, and focus all the different elements of Ni No Kuni II's rich and varied game systems together towards a single purpose; hunting the world's deadliest bounties. Defeating your targets will earn you a lot of experience and gold, while progressing your Cumulative Bounty Reward meter. Many of them also give equipment rewards whose power far outstrips your regular gear, making them well worth defeating.



The "Tainted Monsters" option within the Library sub-menu contains a list displaying information about each of the ones you have encountered.

Preparation

Each Tainted Monster has a Preparation section that details what you need to focus on when gearing up and preparing your party. You'll also find a Recommended Skills section to help you choose which spells and Abilities are the most valuable in the upcoming fight. If you don't know who to pick and what skills to take, this is where you start. Consider trying them if you are having trouble, even if you don't normally use those characters; you might discover a greater appreciation for their unique combat capabilities!



Tainted Monsters are incredibly powerful, so bring appropriate gear to each fight, as well as plenty of food items and curatives!

Strategy

Because each Tainted Monster is a stronger version of a monster you've encountered, or can encounter, somewhere else in the world, you won't find in-depth explanations of each move or attack here, as you'll already be familiar with how to fight them. Instead you'll discover how their new status as Tainted Monsters changes the fight, and what you need to watch out for compared to fighting the regular version. Often these fights work out quite differently because of these changes—for one, they're all much bigger! Many of them are so big that previous strategies used to fight the regular version may no longer work, as their larger size allows them to attack you when you'd usually expect to be safe. In these cases you'll find an explanation of what you need to watch out for.


Though they may bear resemblances to other enemies, their sizes should indicate they are far from your average monsters!

Cumulative Bounties

Tainted Monsters: Cumulative Rewards

No. of Monsters Killed	Reward Name	Rarity
2	Bulwark Brooch	★
4	Champion's Ring	★
7	Light-Fingered Ring	★★★★★★
10	Spellpower-Sweller	★★★★★
15	Sopguard Pendant	★★★★
20	Blusterguard Pendant	★★★★
25	Blazeguard Pendant	★★★★
30	Slippery Pendant	★★★★★★
35	Plutocrat's Pendant	★★★★★
40	Necklace of Enlightenment	★★★★★
45	Uncanny Close-Range Ring	★★★★★
50	Ring of Rancor	★★★★★★
55	Wizard's Little Helper	★★★★★★
60	Warrior's Little Helper	★★★★★★

Whenever you defeat a Tainted Monster you will progress towards your Cumulative Bounty Rewards. Each Tainted Monster counts as 1 for the purposes of unlocking the next reward. These rewards often relate to fighting more Tainted Monsters; for example, the Burnguard Necklace is the strongest Fire-resistance necklace in the game, giving the character who equips it a strong advantage against monsters that deal Fire damage.



The majority of Tainted monsters use dangerous charged attacks, so now would be a good time to learn how to perform charge breaks if you haven't already.

General Tips and Tactics

This guide assumes that you've read the entirety of the Advanced Combat Guide chapter, and understand the knowledge imparted there. If you haven't then important combat mechanics such as "charge break values"may be unfamiliar to you. Be sure to flip to P.40 if you're ever in doubt about any term used!

It's a good idea to enter a fight with any Tainted Monster with full health and MP, but your party members often use up all their MP on any basic monsters you encounter between you and the target. You can swap out party members while travelling to your target to conserve their MP and Health. By the midpoint of Chapter 5 you will have 5 party members, enough to swap out the two you are not controlling, then swap them back once you reach the target. This makes it easier to enter the fight with full MP for every party member you intend to bring. When you end up with six, you can swap your entire party to ensure everybody is fresh, but this isn't recommended for the one you're controlling. Instead, use the monsters you encounter on the way to build up 100% Zing gauge on all your melee weapons with the character you plan to control at the start of the fight.

Always have a full stock of healing items before you enter any Tainted Monster fight, enough to reach the cap in battle, and make sure to use them if you need them! These enemies can deal significant damage even when you're equal level to them with appropriate gear: you need to make sure you are never in a position where a single mistake will result in your death. If you take a lot of damage in one blow, make sure to heal up. Be careful not to waste your healing items, though: refer to P.568 to see the exact strengths of every healing item. As an example, it isn't recommended to use a Soreaway that heals 300 HP if you only need to recover 100 HP, unless you would otherwise die from your current target's most powerful attack.

Evermore: The Strength of a Nation

From Chapter 5 onwards, the damage Tainted Monsters deal begins to ramp up significantly, and the rewards from the Main Story quests start to fall behind. You'll find yourself on the receiving end of sudden unexpected deaths, as a single unwise move results in taking more damage than you have HP, even when the target is the same level as you are. All is not lost, however, as Evan is a king, and King's do not hunt alone—you have the resources of a nation at your command.

The four core buildings the Main Story's Kingdom Tutorial required you to build are the four pillars supporting your party as you take on these monsters. The Evermore Outfitters (P.128) is where you'll find a reliable source of powerful armors and accessories with useful equipment skills. The Evermore Weapon Workshop is your one stop shop for damage upgrades and important skills

The Spellworks allows you to purchase new powerful elemental spells with improved charge break capabilities, and to upgrade your starting elemental spells into game-changing powerhouses that can target elemental weaknesses with knockout blows. The Higglery is how you ensure these spells and your Characters' skills are cast at full power, as well as giving access to powerful passive and active buffs that can change the course of a fight.

The Everyday General Store and the Hubble-Bubblery are your secondary supports, allowing you to upgrade your stocks of healing items, purchase consumables for reduced cost, and buy basic ingredients for equipment crafting for a pittance, just in case you find yourself short before facing a particularly tough Tainted Monster. Even the resource-gathering facilities can be leveraged as a source of power; a kingdom with staffed facilities pumping out resources allows you to easily complete Taskmaster Errands, which in turn allows you to buy powerful elemental Damage and Resistance Accessories.

A king doesn't have to hunt alone. Properly utilizing the kingdom will allow you to take on Tainted Monsters at lower than the recommended level. If your equipment is not updated at the kingdom or elsewhere, you'll need to wait until you are at least the same level as your target, or even higher for some of the more difficult targets. See P.90 for an introduction to the kingdom management mode.

Elemental Weaknesses and Spells

As you progress through the game and reach later Tainted Monsters, they will use powerful attacks and abilities, but will also often have a specific elemental weakness; if, for example, an enemy has a -60% weakness against Fire and you deal Fire damage to it, you'll inflict 60% more damage, which can make a huge difference. Hitting an enemy with an enhanced spell it is weak against can deal immense amounts of damage. It's highly recommended that you put the time into unlocking the more powerful versions of the elemental spells, so you always have an answer to each elemental weakness. If you don't wish to upgrade every character's spells, Evan and Leander are the two main "spellcasters", who share every element between them; focusing your upgrades on these two will allow you to swap in whoever is the best choice for the fight at hand.



Taking advantage of elemental weaknesses is crucial for cutting through Tainted Monsters' massive health pools.

Higgledies and Enhanced Skills

Hand-in-hand with upgraded spells is the choice of which Higgledies to bring. If an enemy is particularly weak against one element and you plan to bring spells and Abilities to specifically target it, bring along as many Higgledies as you can of that element. This way you won't need to try to find the specific Higgledy group you need to unleash enhanced skills. It can also increase the the responsiveness of enhancing your skills via Higgledy absorption. Higgledies can take a while to absorb if you only meet the minimum requirement, but standing in the middle of an entire army vastly increases your chances of absorbing enough of them to unleash your enhanced skill right when you need it.

Higgledies also improve your ability to charge break with spells, a powerful advantage given their range. Many Tainted Monsters have extremely dangerous charged attacks, with high charge break values. Bringing Higgledies with lots of followers ensures you'll deal enough extra CBP damage to break through even the toughest enemy's charged attacks. Have a read through the "Magic of Higgledies" section starting on P.133 for more information on how to cook up and nurture Higgledies, and what their special abilities are. When a Tainted Monser is giving you a particularly tough time, you can often tip the odds in your favor by changing the composition of your Higgledy party members to complement your plan of attack, and making sure to activate use their Special Abilities in battle.



Higgledies will become useful for enhancing skills in situations where using melee combat to build your Zing gauge is not viable.

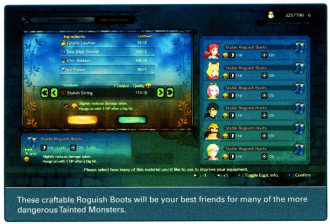
Important Equipment Skills

There are several important equipment skills to keep an eye out for as you progress through the game and take on more powerful Tainted Monsters.

The "Gutsy" equipment skill, "Hangs on with 1 HP after a big hit", allows you to take a lethal blow while above 50% health without dying. Lethal damage taken while below 50% health will still kill you. Gutsy changes the nature of many later Tainted Monsters fights, as many of them have abilities with tremendous range that can kill your entire party outright from full health if you fail to counter them. Instead, you get a chance to heal up and continue the fight. You will find your first craftable piece of equipment "Enchanted Armor" with this skill at the Evermore Outfitters after completing Level 4 Weapon Development, which becomes available during kingdom Level 2. Later you can craft "Roguish Boots" a set of boots with this equipment skill that will see you through the rest of the Tainted Monsters.

There are two other valuable equipment skills to look out for. The first "Reduces MP used for special moves." Special moves refers to your characters' Abilities, such as Roland's Flatliner, or Evan's Flurry. The second is "Reduces MP used when casting spells." spells in this case are everything you can upgrade at the Evermore Spellworks. The former normally appears on melee weapons, whereas the latter initially appears on ranged weapons, usually wands. Much later on you'll start to find spell MP Reduction on melee weapons, and vice versa, and in the late game you can even start to find these equipment skills on armor, but for most of the game wands and melee weapons are the easiest to way to acquire them.

"MP Reduction" equipment skills can allow you to unleash devastating barrages of high powered skills within a single MP bar or ensure



These craftable Roguish Boots will be your best friends for many of the more dangerous Tainted Monsters.

you can break your target's charged attacks exactly when you need to with your most powerful CBP skill! This extremely valuable ability is often worth keeping even if that weapon's stats are completely outclassed, as many Tainted Monsters have devastating charged attacks that you need to be able to react to quickly, even if you find yourself low on MP. Being able to unleash a lower-damage version of an ability in these situations right when you need it is much more valuable than dealing higher damage.

Especially for the melee weapons with MP reduction, it's always worthwhile to keep one equipped even if the others you have completely outclass it, so you can quickly swap to it if you need to. For spells, there's a guaranteed Spellcrafty Warlock's Wand in Red Chest F30 after reaching the Wiggly Way. Your first chance to craft a melee weapon with the "Reduces MP for special moves" skill is after completing Level 4 Melee Weapon Development at the Evermore Weapon Workshop. See P.117 for the full list of craftable equipment and requirements for them to become available.

Stacking Elemental and Status Resistance

All elemental resistance sources stack in Ni no Kuni II. If a Tainted Monster has notable elemental attacks, it's worth your while to seek out as many sources of resistance to that element as you can and use them all at the same time. Sources of elemental resistance include equipment skills, foods, accessories, and the Tactic Tweaker. It is possible to have more than 50% resistance to any given element, so careful preparation can really de-fang some powerful elemental attacks! The table here shows the name and resist type of the food items and accessories that can boost elemental resistances. Turn to P.22 for a full rundown of the Tactic Tweaker's settings.

Resistance-Boosting Accessories and Food

Name	Category	Resistance	Page
Burnguard Pendant	Neckwear	Fire	593
Blazeguard Pendant	Neckwear	Fire	593
Dripguard Pendant	Neckwear	Water	593
Sopguard Pendant	Neckwear	Water	593
Breezeguard Pendant	Neckwear	Wind	593
Blusterguard Pendant	Neckwear	Wind	593
Brightguard Pendant	Neckwear	Light	593
Blindguard Pendant	Neckwear	Light	593
Dingeguard Pendant	Neckwear	Dark	593
Pitchguard Pendant	Neckwear	Dark	593
Toxaway Pendant	Neckwear	Poison	593
Turbo Toxaway Pendant	Neckwear	Poison	593
Antifreeze Pendant	Neckwear	Freeze	592
Awesome Antifreeze Pendant	Neckwear	Freeze	593
Wide-Awake Charm	Neckwear	Sleep	593
Wider-Awake Charm	Neckwear	Sleep	593
Poised Pendant	Neckwear	Confusion	593
Perfectly Poised Pendant	Neckwear	Confusion	593
Nixaway Necklace	Neckwear	Nixing	593
Next-Level Nixaway Necklace	Neckwear	Nixing	593
Fruits of Fortune	Food	Fire	569
Aquarium Jelly	Food	Water	569
Zephyr Zabaglione	Food	Wind	570
Classy Lassi	Food	Light	569
Pile o' Pancakes	Food	Dark	570
Hot-Tip Tea	Food	Poison	570
Country Corn Soup	Food	Freeze	569
Frothy Coffee	Food	Sleep	569
Crabapple Tea	Food	Confusion	569
Sultan's Crown	Food	All Ailments	570



The Battle Arena

The battlefield you fight Tainted Monsters in is always the same, consisting of an orange and black rotating whirlpool on the ground centered around a glowing bright spot. You can use the whirlpool's dark patches to identify where the middle of the area is even if the bright spot is not on-screen. This will prevent you from running into the edges of the arena walls and becoming trapped when fighting monsters that require a lot of movement. The battlefield has no landmarks other than this swirl and the walls surrounding it, so for clarity here are three ranges you need to keep in mind.

"Close range" is when you're within an evade's distance—you can hit your target, and it can hit you. "Mid range" is when you are outside the reach of most of your target's close range attacks—the exact distance of mid range is going to change depending on the monster, as some of your targets are very large indeed! A handy rule of thumb is to put half the battlefield's distance between you, or enough distance that the target has to run up to you to attack with melee strikes.

"Long-range" means you should back up until you reach the edge of the battle area, putting as much distance between you and your target as is physically possible within this enclosed space. This might require you to circle around to the other side of the battlefield if you're jammed up against the edge, so don't just walk over to the closest edge—if long range is suggested, it's because you'll need a lot of space to safely deal with your target's incoming attacks. Be careful not to escape by accident, though.

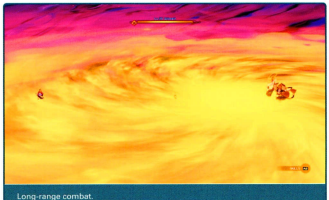
Recommended Order

The table here shows the recommended order and levels for fighting each Tainted Monster. Note that due to the way character and equipment stats work, more powerful equipment will allow you to fight Tainted Monsters at lower than the recommended level. If you're leveling up your kingdom to craft better equipment or have already defeated previous Tainted Monsters and gained their powerful equipment rewards, you'll be able to fight many of these enemies at a lower level.

Defeating the monsters in the recommended order will unlock powerful equipment and items that will make later monsters easier. Sometimes this means fighting a target at much higher level than you, but don't worry, it also means that monster is either easily defeated with the right strategy—or the reward is powerful enough to make defeating it worthwhile!

Tainted Monsters: Recommended Order

No.	Name	Rec.
01	Clangston	Lv. 22
02	Mystral	Lv. 23
03	Magmanimus	Lv. 24
04	Mortimer	Lv. 24
05	Stormigan	Lv. 25
06	Googah	Lv. 25
07	Prangles	Lv. 26
08	Conflagra	Lv. 26
09	Lily	Lv. 27
10	Yvan	Lv. 30
11	Whammity	Lv. 31
12	Quilla	Lv. 32
13	Puddley	Lv. 33
14	Grimpopo	Lv. 34
15	Scintilla	Lv. 34
16	Fanger	Lv. 35
17	Twinky	Lv. 36
18	Abnorma	Lv. 37
19	Florette	Lv. 38
20	Madusa	Lv. 41
21	Gaialith	Lv. 43
22	Boarcher	Lv. 43
23	Dampo	Lv. 44
24	Grimwit	Lv. 44
25	Klogg	Lv. 45
26	BLiVion	Lv. 45
27	Skrych	Lv. 46
28	Gryndl	Lv. 46
29	Flappy	Lv. 47
30	Swellhorn	Lv. 48
31	Crystolith	Lv. 49
32	Snotley	Lv. 50
33	Akheilos	Lv. 51
34	Tusker	Lv. 51
35	Leolynx	Lv. 52
36	Doombo	Lv. 52
37	Grimbaba	Lv. 54
38	Charmigan	Lv. 55
39	Zapple	Lv. 56
40	Twygg	Lv. 57
41	Toxina	Lv. 58
42	Dahlia	Lv. 59
43	BLAmmo	Lv. 60
44	Boarzerker	Lv. 62
45	Snickersnarl	Lv. 64
46	Sindulata	Lv. 65
47	Sporespew	Lv. 67
48	Starless Knight	Lv. 68
49	Ziggy	Lv. 70
50	Storme	Lv. 72
51	Lymina	Lv. 73
52	Jellena	Lv. 76
53	Porcopalypto	Lv. 78
54	Congerer	Lv. 79
55	Floode	Lv. 80
56	BLYte	Lv. 82
57	Elkwhisker	Lv. 85
58	Mangala	Lv. 88
59	Humphrey	Lv. 95
60	Horraura	Lv. 99



Long-range combat.

Googah 01



Threat Level ★☆☆☆☆☆☆☆☆☆

Found in South of the Heartlands, towards the Forest of Niall

Rewards for Defeating

36332 Exp 1580 G Elite Sorcerer's Ring

Stats	Lv.	Affinity						HP
	22		405	405	486	304	217	10928
Elemental Resistances								
	-60%	0%	20%	0%	0%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	20%	20%	20%	60%	20%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	100	100	100	100	100	100	100	

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	Wind	—
Arts of War	Eagle-Eyedness	Dynamism

Recommended Skills		
Evan	Fireball	—
Tani	Burrowing Bolt	

Preparation

Googah's Physical defense is higher than its Magical defense, so you'll need at least 160 Melee attack rating to deal comfortable damage to it. Defeating Clangston for the Secure Bone Mail and getting the Spellcrafty Warlock's Wand from Red Chest F30 are highly recommended. This will allow a hit-and-run strategy using Evan's Fireball spell. Poison is useful but can be hard to apply on Googah. For defense, sources of Wind resistance include Breeze-guard Pendants, armor with the "Gusty" prefix, and the Tactic Tweaker. Considering the difficulty of Googah and the poor reward for defeating it, it's best to leave it alone until you're at least level 25.

Strategy

Googah has two attacks of note: a ranged spit attack that deals Wind damage, and a close-range area-of-effect melee attack that is very fast and almost impossible to see coming. The ranged attack can be avoided simply by running or evading sideways if you're close; if you evade backwards it will hit you as you recover. The melee attack is much more difficult to deal with. Whenever you're standing close to Googah, it's likely to use this attack—it has little recovery, so Googah can repeat it multiple times in quick succession. With Googah's high strength, this can kill you in seconds if you don't evade backwards. Googah also has high physical defense and will sometimes gain a shield that nullifies all Melee damage, so adopting a melee-based strategy is extremely unwise unless you have very strong equipment.

Fortunately, a ranged strategy can work very well. Googah can't move very fast or far, and has trouble chasing you. Both Evan and Roland can run quite far away and safely hold R1 to charge while still remaining locked on. You can walk while charging, so make sure to always be walking sideways in case Googah is close enough to spit at you—if it hits, then you are too close. If you have the Spellcrafty Warlock's Wand and spare sixth censers, Evan can cast one Fireball per censer, dealing good damage with a chance to knock down the monster.

When Googah's health reaches 50%, it will start to produce clones of itself. These clones deal the same damage as Googah and have the same attacks, so being surrounded by them at close range is lethal. You only need to kill the original to kill all the clones as well, so stay locked on to the original Googah and don't move too far away to avoid losing your lock-on. Roland is a good choice to finish Googah off, since his charged attack can pierce through all enemies. Alternatively, you can save your censers and follow the Fireball strategy mentioned before to finish him off.

If there are a lot of Googahs on the screen and they're starting to slowly surround you, consider using dash shots to keep moving while throwing attacks at the original. Without MP the recovery in between each dash shot will be longer, but you can still fire off enough to finish the original while remaining out of reach of the clones. Above all, resist the temptation to melee attack Googah when it's low on health and surrounded by clones.

If Lofty throws a Golden Ball, make sure to grab it as Evan: his Awakened Fireballs are extremely powerful, and you can severely damage Googah in a single Awakening. If you really wish to defeat Googah at any cost, consider defeating Magmanimus first, as you'll be rewarded with five strong sixth censers, enough to throw a lot of fireballs at Googah using the Spellcrafty Warlock's Wand!

02 Prangles

Threat Level ★☆☆☆☆☆☆☆☆☆

Found in Spineshiver Grove

Rewards for Defeating

36332 Exp **1400** G **Three-Leafed Soreaway** x5

Stats	Lv.	Affinity					HP
	22		405	486	405	186	202	9103
Elemental Resistances							
	0%	0%	-40%	0%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	20%	20%	20%	20%	20%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Recommended Tactic Tweaker Settings

Affinity		
Element & Status	—	
Arts of War	Dynamism	Brutality

Recommended Skills

Tani	Spark Spike	Burrowing Bolt



Preparation

Prangles is only available during Side Quest 027. This monster deals Physical damage, so focus on Physical defense, including freshly baked bread from Floyd. Prangles is weak against Wind, so Tani's Spark Spike line of spells is powerful here. It's recommended to defeat Stormigan first to gain the Soldier's Spear reward; its high Melee attack rating will allow Tani to put Prangles down very quickly.

Strategy

Prangles has only one attack and one movement pattern. First, it will jog around the area, then it will fire its bow. The bow attack has an obvious signal; Prangles stops, draws the arrow, pauses for a short-moment, then fires. You can avoid it by simply running sideways, or evading sideways if you are close, since Prangles doesn't turn mid-aim. Hit Prangles whenever it is not aiming its bow; it repositions very slowly, so you will have plenty of time to deal damage.

Tani is a very good choice for this monster as her small form is difficult for Prangles to target when she's up close. It's recommended to evade when you see the bow strike, just in case, but otherwise you can build up MP with impunity, since Tani's Dash △, △, △, △ combo can chase Prangles down when it tries to reposition itself. Combined with well-timed casts of Spark Spike in between arrow shots, Tani can finish this Tainted Monster very quickly.



You can strafe around Prangles to avoid its arrows, but you'll want to laterally evade them at close range since they travel quite fast.



Prangles will have a hard time hitting both Tani and Evan while they are directly against its body due to their smaller statures.

Magmanimus 03



Threat Level	★☆☆☆☆☆☆☆☆☆
Found in	Eider Downs
Rewards for Defeating	36332 Exp, 1430 G, Strong Sixth Censer x5

Stats	Lv.	Affinity					HP
	22		304	405	486	243	217	10928
Elemental Resistances							
	20%	-60%	0%	0%	0%		
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify		
	20%	-40%	20%	20%	20%		
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	100	100	100	100	100	100	100

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	Blaze	
Arts of War	Dynamism	Eagle-Eyedness
Recommended Skills		
Evan	Water Balloon	—
Tani	Burrowing Bolt	Windwhirl

Preparation

Magmanimus only appears during Side Quest 004. You'll need at least 170 physical attack rating to deal comfortable damage. Fire Resist items will be invaluable against this enemy—methods of raising Fire resistance include: Fruits of Fortune available from the Sweet Saffron Teahouse in Goldpaw, Burnguard Pendants available from Goldpaw's Iron Outfitters, any Fire-resisting equipment skills on armor you may have, and the Tactic Tweaker. Water-imbued weapons and the Water Balloon spell are valuable, but don't neglect your Physical damage too much. The Spellcrafty Warlock's Wand from Red Chest F30 will make Evan's Water Balloon much more efficient, so bring plenty of sixth censers. Upgrade whatever characters you can afford to, but don't use any Silver Nuggets early on if you have them, since you'll need some for an important Side Quest a little later in the Main Story. The Secure Bone Mail from Clangston and the Wizard's Posy from Mystral can help a lot in this fight.

Strategy

Magmanimus has three basic attacks. Two are easily avoided, but the third is a very fast area-of-effect melee attack that hits in a 360 degree arc and has more range than an evade. As a result, it's very unwise to attempt a melee strategy against Magmanimus. Using Evan's Water Balloon spell is strongly recommended—if you prefer not to use Evan, you'll need to wait until you are close to the recommended level. Magmanimus has a ranged attack that can be easily avoided by running in circles or evading sideways if close. If you attempt to evade backwards you'll be hit while recovering.

Magmanimus also has a short-range leap that will hit on the way down, but it can be avoided by evading away. Characters with strong ranged weapons can simply back away from Magmanimus entirely and charge up their ranged attack. If you're far enough away, Magmanimus will be unable to target you with the ranged attack. You don't need any MP for this strategy, only a powerful ranged weapon. Magmanimus starts to produce clones of itself when it reaches half health. Simply keep the original monster targeted at all times while keeping your lock-on; once Magmanimus dies, they all die. Don't try to gain MP with melee attacks at this stage—multiple Magmanimus clones attacking you with their melee attacks will finish you off very quickly.



Building your Zing will be difficult since melee combat isn't particularly viable for this fight, so consider enhancing your skills with Higgledies.

04 Clangston

Threat Level	★☆☆☆☆☆☆☆☆☆
Found in	Heartlands, south of Spineshiver Grove
Rewards for Defeating	37988 Exp, 1650 G, Secure Bone Mail

Stats	Lv.	Affinity					HP
	23		421	421	421	252	210	9418

Elemental Resistances					
	0%	-40%	0%	0%	0%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	20%	20%	20%	20%	20%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	None	
Arts of War	Dynamism	Brutality

Recommended Skills		
Roland	Circular Sword	—
Tani	Burrowing Bolt	—



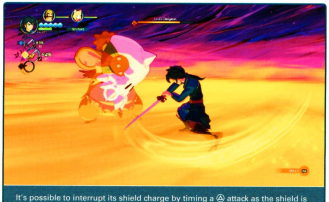
Preparation

You'll want at least 150 Physical attack rating in this fight. If you want to fight Clangston early, get the Punishing Wolfram Sword from Red Chest 33 in the Forest of Niall. Clangston's resistance is not enough to prevent you applying poison, so use any poison weapons you've found. You'll want to focus on Physical defense, as Clangston's only attack is physical. Freshly baked bread is useful here, as are weapons imbued with Water and Evan's Water Balloon spell. If you're using Evan, the Spellcrafty Warlock's Wand from Red Chest F30 alongside Water Balloon is a powerful combination.

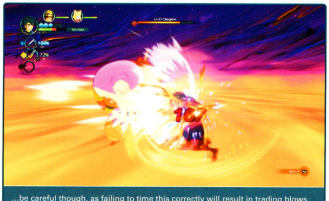
Strategy

Clangston has one attack that is easy to see coming or to interrupt. This attack is signaled by Clangston thrusting its shield in the air twice. Shortly afterwards, it will put the shield in front of its body and rush forwards: at this point the shield will block any incoming Ⓑ or Ⓡ attacks from the front. This attack can be blocked, but you'll still take a lot of damage. Fortunately, you can avoid it by running sideways as soon as you see the shield being thrust into the air. Keep a little distance while circling for safety, then attack from behind after the charge is complete.

Clangston is easy to knock down when hit from behind during and just after this attack—a dash shot as the attack is passing you can floor the monster immediately. Skills with good range like Roland's Flatliner or Circular Sword can interrupt this attack and knock Clangston down even from the front! Make sure to capitalize on these situations by dealing as much damage as possible before Clangston can stand again. If you are using Evan's Water Balloon skill in this fight, get a little distance then charge the attack by holding the button down. Wait until Clangston begins the charge forwards before releasing. This will deal a lot of damage, interrupt Clangston's attack, and immediately knock it down. Patiently combining the above tactics will lead you to a sure victory, even if Clangston is a higher level than you.



It's possible to interrupt its shield charge by timing a Ⓐ attack as the shield is being brought across Clangston's face...



...be careful though, as failing to time this correctly will result in trading blows, and Clangston will win this exchange when it comes to damage!

Mortimer 05



Threat Level	★☆☆☆☆☆☆☆☆
Found in	Tightfit Cavern
Rewards for Defeating	37988 Exp, 1500 G, Angel's Tear x5

Stats	Lv.	Affinity						HP
	23		505	421	421	210	252	13567
Elemental Resistances								
	0%	0%	0%	-30%	30%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	30%	30%	30%	30%	30%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	None	
Arts of War	Durability	
Recommended Skills		
Roland	Heavy Ammo	Circular Sword
Tani	Burrowing Bolt	—

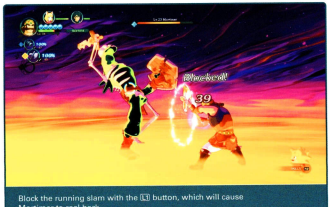
Preparation

The Iron Armor, which requires Level 1 Armor Development at the Evermore Outfitters, is great against Mortimer. Freshly baked bread is also recommended. Mortimer has strong Defense and is weak against Light damage, so any weapons imbued with this element will be invaluable. Roland's Heavy Ammo is powerful in this fight, as it can knock Mortimer down after he jumps backwards. The Secure Bone Mail from Clangston is essential, as you'll need to block often. The better your armor and defense, the less damage you will take while blocking.

Strategy

This monster has two attacks: an exaggerated run into an overhead slam that can also be used at close range without the run (and is very fast in this case), as well as a sweeping two-hit combo that can be avoided by evading sideways. Angle the evade slightly behind Mortimer to make the linear follow up miss. Mortimer only uses the two-hit combo if you're standing nearby; it uses the running slam when you're far away, which is a weakness that can be exploited. In between attacks, you can deal damage with skills, but be careful you don't leave yourself open to a slam attack. Avoid skills with long recovery unless Mortimer's already on the ground, and be mindful of your health while blocking. Wait to press L1 until after the sword is raised over Mortimer's head to successfully perfect block (the timing is shown in the first screenshot).

Despite Mortimer's resistance to Dark Attacks, Roland's Enhanced Heavy Ammo Skill is very powerful here due to the long range: if you time this attack to hit Mortimer when he isn't in the middle of doing any other attack, you'll knock him down (such as after he's jumped backwards to gain distance). Then either evade forwards then use a Dash with Roland to catch up to Mortimer on the ground, or switch to a character closer to Mortimer to capitalize on this opportunity. Combining the two strategies of baiting the running slam and knocking down with Heavy Ammo can finish Mortimer quickly and safely.



06 Mystral

Threat Level ★★☆☆☆☆☆☆☆☆

Found in Sundown Woods

Rewards for Defeating
39646 Exp **2240** G **Windy Wizard's Posy**

Stats	Lv.	Affinity					HP
	24		256	436	524	181	327	111683
Elemental Resistances							
	-40%	0%	20%	0%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	-20%	20%	20%	60%	20%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Recommended Tactic Tweaker Settings

Affinity	
Element & Status	Wind
Arts of War	Dynamism / Untouchability

Recommended Skills

Tani	Burrowing Bolt	—
Roland	Circular Sword	Heavy Ammo



Preparation

Mystral is weak against Fire and Poison, but has high Magical defense. Its main weakness is low Physical defense; characters with strong physical attacks and skills are great against Mystral—aim for an attack rating higher than 130. The easiest character to gear up to fight Mystral early is Tani. The Wolfram Spear from Red Chest 24 and the Fiery Ranger's Bow from Red Chest 26 in the Forest of Niall can bring you up to the damage required.

Equip any Wind-resistant items you have on Tani, such as Breezeguard Pendants, but don't skimp on your Magical defense too much. The Magic Muffler from Red Chest F16 is the best guaranteed alternative to Wind resistance items. Focus on Magical defense over defense on armor, because Mystral's Magic attack is extremely dangerous. If you have poisonous weapons, they are very powerful against this monster. Taking older poisonous weapons, swapping to them to build up poison, then swapping back to your more powerful weapons once it's been applied works well.

Strategy

Mystral has two simple attacks that can be deceptively powerful. The first is a ranged elemental Wind spell, signaled by putting its hands in front of its body and curling up a little—after 2 seconds a Wind spell will shoot out on a linear path. This attack is identical to the Spark Spike spell, only much more damaging—it has a small area of effect, so be careful that you aren't standing next to your other party members if Mystral is firing at them. Mystral's second attack is a flying charge. This attack is signaled by a lazily slow backflip in mid-air.

Mystral is hard to stun during these attacks and they deal enough damage that failing to interrupt them will really cost you. Each attack repeats quickly, over and over, so you don't have much time to retaliate. A badly-timed attack will cause you to trade blows, taking much more damage than you've dealt. Work around these attacks by waiting for Mystral to attack and then retaliate during the recovery. Quickly strike a few times then evade away and return to running in circles at a slight distance to avoid the next attack. If you have sufficient MP, retaliate with a skill instead. Spells with longer recovery should be used at greater distance. If you knock Mystral down, take the opportunity to deal damage and build up as much MP as possible.

Tani's Dash Ⓐ string covers a lot of ground and the third spinning strike can build a lot of MP—with good timing you can complete three presses of Ⓐ then evade away to resume circling before Mystral can retaliate. Once you've built MP, you can use Tani's Burrowing Bolt at range in between attacks. By continuously flipping between these two tactics to build and spend MP, Tani can take down Mystral at a lower than recommended level without taking a single hit.



The Wind spell can be avoided by simply running in circles around Mystral when you see this hand pose.

Stormigan 07



Threat Level	★★☆☆☆☆☆☆☆☆
Found in	Looksee Cave
Rewards for Defeating	41306 Exp, 2330 G, Lethal Soldier's Spear

Stats	Lv.	Affinity						HP
	25		452	452	678	188	226	15076
Elemental Resistances								
	-40%		0%	10%		0%		30%
Status Resistances	Poison		Freeze	Sleep		Confuse		Petrify
	60%		40%	40%		0%		40%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Wind		
Arts of War	Dynamism		
Recommended Skills			
Roland	Heavy Ammo	Circular Sword	
Evan	Fireball	Flurry	

Preparation

You need the Bridge spell from Chapter 4-2 before you can enter Looksee Cave. Stormigan deals Wind damage, so Wind resist items such as Breezeguard Pendants can be useful here. Fire-imbued weapons are valuable, but don't neglect physical damage too much, as Stormigan's physical defense is low—you only need around 130 melee attack rating to deal comfortable damage.

Strategy

Stormigan flies around its arena, occasionally using two basic attacks. The first is a set of feather arrows fired downwards; these can hit you if you're directly in front of it and attempting to jump up and attack. The second is a very long charge-up ending in a Wind spell. Stormigan cannot hit you with this spell if you are directly under it or in the air behind it, so when it's charging, take the opportunity to jump up behind it and attack with ⊡, ⊡, △. If it tries to move away from you while charging, just run after it; the spell can't hit you if you're close enough.



None of Stormigan's attacks reach directly beneath it, and you'll have plenty of time to move here during the charge-ups of its lightning bolts!

Stormigan has one other "attack" that only affects Higgledies; after charging up, a glowing light aura appears under it, and Stormigan will fly around sucking up any Higgledy followers it passes over! While this is bad for the Higgledies, it can't hurt you at all, so take the opportunity to jump up and use melee attacks to build MP in safety. Be aware that some ground skills can miss when Stormigan is above you. Similarly, if you're using ranged skills, you'll need to back away a little or you'll end up shooting under Stormigan, and missing.

Roland's Heavy Ammo is particularly good here. It has an excellent chance of knocking Stormigan down, especially when it's flying from spot to spot, and then you can capitalize while it is on the ground vulnerable. When Stormigan is getting up, wait until its wings start to flap, then cast Heavy Ammo on its tail to knock it down again. If you have Dynamism set to level 3, it's possible to build up enough MP while it's grounded to recast Heavy Ammo on its tail as it gets up, keeping Stormigan permanently grounded! The last hit of Tani's Whirlwind is also very good at knocking Stormigan out of the sky and can be used underneath it—every hit can connect, but there's a chance that Stormigan will fly away from the last hit that causes the knockdown, so be sure Stormigan is going to be in one place for a while. A combination of the above tactics and making sure to stay safely under Stormigan when it's about to cast an attack will finish this Tainted Monster quickly.

08 Conflagra

Threat Level ★★☆☆☆☆☆☆☆☆

Found in Eider Downs

Rewards for Defeating

42967 Exp **2200 G** **Sage's Secret x3**

Stats	Lv.	Affinity					HP
	26		275	467	561	194	350	12438
Elemental Resistances							
	20%	-40%	0%	0%	0%		
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify		
	20%	0%	20%	20%	20%		
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Fire	—					
Arts of War	Dynamism	Brutality					
Recommended Skills							
Evan	Water Balloon	Flurry					
Tani	Burrowing Bolt	Windwhirl					



Preparation

Conflagra is fought during Side Quest 028. Focus on Fire resistance for defensive accessories and items, and Blaze in the Tactic Tweaker. Burnguard Pendants are available in Goldpaw's Iron Outfitters, and the Sweet Saffron Teahouse has the Fruits of Fortune food; both boost Fire Resistance, as does the Fireproof Soldier's Cloak. With all of these combined you'll be able to heavily reduce the damage from Conflagra's Fireball. For dealing damage, Water-imbued weapons are good if you have them, otherwise equip the strongest physical weapons you have. The Outfitters and Weapon Workshop will have powerful tools available if you take the time to level them up.

Strategy

Conflagra has two highly-damaging but easy to avoid attacks. The first is a Fireball spell that is signaled by Conflagra putting its hands in front of it and pausing slightly—after two seconds the Fireball will be cast. This Fireball is extremely linear and can be avoided by simply running sideways. If you're close to another party member, always evade, as the Fireball has a small area-of-effect and you'll be hit if they get clobbered by it. The second attack is a flying charge forwards, signaled by a slow mid-air backflip. Like the Fireball, it's extremely linear, but wider, since Conflagra's entire body can hurt you, so evade sideways to be safe.

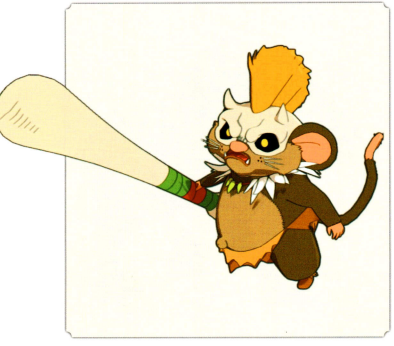
The best way to handle Conflagra is to constantly circle it at a slight distance, avoiding its next attack, then quickly closing the gap with a short dash and melee attack chain to build MP, before evading sideways and resuming circling to avoid the next attack. Once you've built MP, spend it the next time you avoid an attack with a fast-recovering skill. Play it patient and safe and you can finish Conflagra off without taking a hit.

If you are using Evan's Water Balloon in this fight, be careful when you cast it. Spells have a longer recovery period than a lot of skills, so you should try to get a little more distance from Conflagra before you avoid one of its attacks and cast it. This way, if Conflagra gets off a Fireball, you'll still have time to run or evade out of the way. If you happen to knock Conflagra down, feel free to use Flurry if you have the MP; it's a good source of damage, but too risky to use when Conflagra is upright. Carefully swap between the two strategies of building MP with sword attacks and gaining distance to cast spells in between attacks.



The flying body rush can reach you very quickly after it starts, so make sure to evade sideways when you see it!

Whammity 09



Threat Level	★★☆☆☆☆☆☆☆☆
Found in	Dugout
Rewards for Defeating	44630 Exp, 2510 G, Chaotic Greatsword

Stats	Lv.	Affinity						HP
	27		483	483	483	221	241	10676
Elemental Resistances								
	-40%		0%	0%	0%	0%		0%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	20%		20%		20%	20%		20%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	—	
Arts of War	Dynamism	Brutality
Recommended Skills		
Roland	Circular Sword	Heavy Ammo
Batu	Strongman Stance	—

Preparation

Focus on Physical defense-boosting armor and foods. Batu is ideal for this fight when Equipped with the Secure Bone Mail acquired from Clangston and defense-boosting accessories. Batu's Strongman's Stance will allow him to simply bully through Whammity's melee attacks while dealing significant damage in return. You'll need at least 290 defense to use this strategy effectively, and be at least level 27. Freshly baked bread adds 30 Defense, so you can reach 260 and then use some. If you choose to use Batu, remember to equip him with the strongest hammer or ax you can find or craft, and heal with Soreaway if required. Otherwise, stick to ranged characters employing a hit-and-run strategy to build and then spend MP, such as Tani or Evan, and be prepared to dodge Whammity's hard-hitting attacks.

Strategy

Whammity's strategy is simple but effective; walk over to someone in your party and hit them with one of three melee attacks. Each melee attack is slightly different, but all have the same effective range, the same speed, and can only hit directly in front of the monster. If you evade or simply run around behind Whammity while it's preparing to swing, you won't get hit unless you're too close to its front. Whammity's three attacks all have similar starting speed, but one of them is a horizontal spin that leaves it planted face down on the ground afterwards; be sure to capitalize on that opportunity with combo attacks to build MP. When Whammity is moving from place to place, it's easier to knock it down with skills like Roland's Heavy Ammo. Try not to stand in front of Whammity for any length of time, but instead focus on constantly moving to its back. If Whammity runs away from you, feel free to hit its back until it stops moving, but don't go overboard with the heavy attacks. You need to leave enough time to evade or block if Whammity turns towards you.

If you've chosen to use Batu in this fight, there are several powerful combos that will allow you to deal excellent damage to Whammity quickly, while still being able to evade or block. First, activate Strongman Stance at the start of the fight, then run around behind Whammity as outlined above. Use dash Ⓐ, Ⓐ, Ⓐ, Ⓐ. If Whammity is moving away, use Ⓑ, Ⓐ, Ⓐ, Ⓐ. As long as your defense is at least 290 and your attack rating above 250, it's entirely possible to kill Whammity before it can lower Batu's health by any significant amount. If your Defense stats are lower, this strategy is still effective if you set the Tactic Tweaker to Durability and then block when you see Whammity preparing to swing. Remember to heal if Batu's health gets low, and reactivate Strongman Stance if it wears off.



The forward momentum of Batu's light dash kick is just enough to catch up with Whammity as it moves away.

10 Quilla

Threat Level ★★☆☆☆☆☆☆☆☆

Found in Shipshire

Rewards for Defeating
47961 Exp 2700 G Hurly Handgun

Stats	Lv.	Affinity					HP
	29		617	514	514	257	257	13571
Elemental Resistances							
	0%	0%	-20%	0%	0%		
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify		
	30%	30%	30%	50%	30%		
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	—						
Arts of War	Durability		Eagle-Eyedness				
Recommended Skills							
Roland	Circular Sword		Heavy Ammo				
Batu	Strongman Stance		Cannon Shot				



Preparation

Quilla has an extremely high Physical attack rating, so you need as much Physical defense as you can get. It's weak against Wind; consider killing Tainted Monster 06: Mystral, before taking on Quilla to get access to the Wizard's Posy. This powerful, Wind-imbued wand can allow Evan to deal significant damage to Quilla at range. Be sure to bring as many healing items as possible, as several of Quilla's attacks are almost impossible to see coming. Fighting this monster at level 33 or higher will minimize the chances of an unexpected and rapid death from the faster attacks. Note that if you don't have many points available in Arts of War in the Tactic Tweaker, prioritise Durability over Eagle-Eyedness: Quilla has two attacks that you need to block.

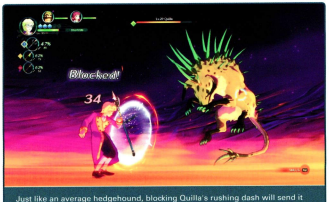
Strategy

Quilla is a large hedgehound that uses attacks you'll have seen before, but now they can and will kill you. The easiest to avoid of these is a large charged attack. Quilla will crouch down and start quivering, then run forwards surrounded by a wind effect. If he connects with something or someone, he will backflip off them, dealing significant damage. This attack is extremely linear, so all you need to do is run sideways when you see it.

The other two melee attacks are both extremely fast and impossible to see coming. The first is a leaping attack that Quilla uses to close the gap. This attack deals its damage near the start of the leap ; by the time you see the leap, the attack has already hit you. You can anticipate this attack if you're far enough away; if you see Quilla running across the arena towards you, hold L1 to block immediately. Keep blocking until you see what Quilla does next, as you cannot escape the range of his other lightning-fast melee attack if it uses it straight away. Only if Quilla starts the long build-up charge or moves away from you to attack another party member is it safe to release block.

The second fast attack is a double bite at close range. This is difficult to see coming, has a lot of range, and Quilla can easily track you, so you can't simply run to avoid it. Fortunately, the second bite in the sequence has a fixed timing, so you can anticipate and evade it after the bite hits or is blocked. It's best to hold block whenever Quilla is close by and facing you, or sprinting towards you, until you can tell whether you are facing the leap attack, the bite combo, or the slow build-up charge attack.

If you have the Wizard's Posy, Evan can deal with Quilla without using MP by staying as far away as possible and using charged shots. Quilla is weak against Wind, so you can deal significant damage with a full Charge. After a few of these, Quilla will turn its attention to you. Start blocking as it runs towards you and watch to see what it does next. Wait until Quilla loses interest in you and attacks another party member before you attempt to start another charged shot. This can be a little slow, but it is the safest way to kill Quilla.



Just like an average hedgehound, blocking Quilla's rushing dash will send it into a knockdown state!

Lily 10



Threat Level	★★☆☆☆☆☆☆☆☆
Found in	Shallow Shoals
Rewards for Defeating	49629 Exp, 2790 G, Hearty Sea Breeze Sandals

Stats	Lv.	Affinity					HP
	30		389	662	794	220	397	13948
Elemental Resistances							
	0%	20%	-40%	0%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	20%	60%	20%	0%	20%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Puddle						
Arts of War	Dynamism		Brutality				
Recommended Skills							
Roland	Circular Sword		Heavy Ammo				
Tani	Burrowing Bolt		Windwhirl				

Preparation

You'll most likely encounter Lily your first time through the Shallow Shoals. The strategy here can finish her as low as level 25 if you've been upgrading your weapons via the kingdom but waiting until you are at least level 30 is advised to make sure you have the HP and natural defenses to prevent being killed in one or two hits. Equip any Dripguard Pendants you have and focus on Magical defense over Defense. This monster can apply the Wet status, but this isn't gong to affect your strategy in this fight since it only affects jump height.

Strategy

Lily is fought similarly to Mystra. There are only two attacks you need to worry about. The first is a ranged Water spell that is signaled by Lily putting its hands in front of it for two seconds. This attack can be avoided by running sideways, but you should evade sideways if you're right next to her, or next to another party member—the attack has an area of effect and you can still be hit if your party member fails to evade! The second attack is a flying charge signaled by a very slow mid-air backflip. This attack has reasonable range and speed and can be avoided by running sideways away from it from a distance, or evading sideways if up close.

Lily is difficult to stun or interrupt during its attacks, so run in circles around it from about a single evade's distance away. When it uses an attack, avoid it, then counter it with short melee combos, using dash attacks to get close—use up to three hits for maximum safety, then evade away and continue the circling. When you've built up MP, use a fast-recovering skill instead of the melee attack combos—Roland's Circular Sword is a good choice here. If you knock Lily down, take the opportunity to deal damage and build MP. Resist the urge to overcommit when Lily is low on health; this monster is uncompromising and will continue casting its high damage attacks until you are dead! Patience and safety are the keys to defeating Lily.



Lily's ranged projectile deals significantly more damage than its body rush, so you'll want to avoid this attack at all costs!

12 Yvan

Threat Level ★★☆☆☆☆☆☆☆☆

Found in Shipshire, near Capstan-upon-Hull

Rewards for Defeating
51298 Exp 2890 G Merciless Castle Crusher

Stats	Lv.	Affinity						HP
	31		654	545	654	272	272	8950
Elemental Resistances								
	0%		-30%	20%		0%		0%
Status Resistances	Poison		Freeze	Sleep		Confuse		Petrify
	40%		40%	40%		40%		40%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings

Affinity		
Element & Status	—	
Arts of War	Untouchability	Dynamism

Recommended Skills

Roland	Circular Sword	Heavy Ammo
Batu	Strongman Stance	Cannon Shot



Preparation

It's recommended to be at least level 30 before attempting to take on Yvan, since it's a very damaging and aggressive enemy. Equip your strongest armor and accessories to all characters and be sure to bring as many healing items as you can. A full stock of sixth censers will be very valuable to ensure you can use your skills exactly when you need to. Water-imbued skills and spells will be valuable here, but be careful when you cast spells due to their long recovery.

Strategy

Yvan is similar to a regular wyvern you'll have fought during the Main Story, with the addition of being extremely difficult to stun when it's in the middle of an attack. It has an overhead smash using both axes and a leaping slash. Both have a fast start-up, so you'll need to be very alert when in close combat with this enemy. Evade towards Yvan's back as much as possible, and try to hit its back with short light attack combos—always be ready to evade at a moment's notice.



You can safely attack Yvan's back since none of its attacks reach immediately behind it; Yvan will be forced to turn and face you, at which point you'll need to evade any incoming attacks!

Simply running away from Yvan isn't always effective, as the leaping slash can often catch you. This enemy can also take to the air, and when it does, run sideways immediately, because the subsequent diving attack will knock you down and deal a lot of damage. If Yvan uses this at close range while facing you, run underneath it so you end up behind it. If you're having great difficulty evading Yvan's close-range attacks, consider character swapping to allow the AI to deal with it; even if they still get hit, you can use the opportunity to get some distance and set up a powerful skill or charge attack to deal damage with the character you swapped to.

Fortunately, both Batu and Roland's recommended skills can knock Yvan down both while it's in the air and on the ground, but this only works if Yvan is not in the middle of an attack, so choose your timing carefully. Good moments are before and after the diving aerial attack, and while Yvan is running from one party member to another on the ground. After knocking Yvan down, check to see if there is another party member closer than the one you're currently controlling; swapping to that party member with ⇧ and ⇩ will be more efficient since Yvan doesn't stay down very long.

Batu's naturally high Health, Defense, Strongman Stance, and low MP cost on his Cannon Shot skill make him a powerful choice in this fight. You can wait until you see Yvan in a vulnerable position, then immediately fire off a Cannon Shot to knock it down before swapping to a closer character.

Puddley 13



Threat Level ★★★☆☆☆☆☆☆☆

Found in Shrine of Pining

Rewards for Defeating
54642 Exp 3780 G Drenched Iceberg Blaster

Stats	Lv.	Affinity						HP
	33		720	720	864	432	308	15081
Elemental Resistances								
	0%	20%	-60%	0%	0%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	20%	60%	20%	-40%	20%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	100	100	100	100	100	100	100	

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	Water	—
Arts of War	Eagle-Eyedness	Untouchability
Recommended Skills		
Evan	Fireball	Fire Pillar
Tani	Spark Spike	Burrowing Bolt

Preparation

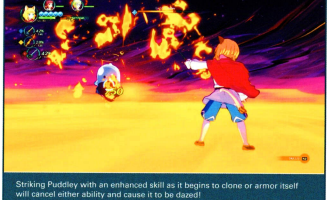
Equip your strongest Water-resistant armor and accessories to your chosen character (Evan is highly recommended), and consider a strong defense armor for any party members you plan not to swap to, as they will need the Physical resistances. Dripguard Pendants can be purchased from the Trident Tested Armorers in Hydropolis and Aquarium Jelly is available from the Taverna Akheilos in Hydropolis. Fire-imbued weapons and Fire-damage spells are the way to go; you'll need at least 260 attack rating to deal comfortable damage to Puddley. Before fighting Puddley, it's highly recommended to defeat Lili to get the Hearty Seabreeze Sandals. Combined with the Spellcrafty Warlock's Wand this will allow Evan to adopt a ranged strategy, staying completely out of the way of Puddley's attacks.

Strategy

Puddley has the same attacks and phases as Magmanimus. These include: an extremely fast area-of-effect melee attack that strongly discourages melee-focused strategies, a short range jumping attack that's easy to evade or run away from, and an extremely linear elemental spit attack that can be avoided by running sideways. This last attack has short range, and Puddley is slow, so you can safely keep your distance.

Focus on charged shots, using either Roland with the strongest non-Water damage weapon available to him, or using Evan with his strongest non-Water wand. When Puddley reaches 50% health, it begins to summon copies of itself; Evan's Charge attacks are less powerful at this point due to target overlap, but Roland's will pierce through any copies to strike the original. Once you kill the original, the fight is over.

If you equipped Evan with the Spellcrafty Warlock's Wand and the Seabreeze Sandals this fight can be completed in safety. Your party members will likely be heavily damaged by Puddley's devastating melee attacks, but while playing as Evan you'll be able to keep your distance and periodically fire off 1MP Fireballs. Having an upgraded Fireball will make this strategy even more effective, as will bringing along any Fire Higgledies you have and standing near them to absorb them when you cast. Feel free to use some sixth censers to speed the fight along, especially when Puddley starts to make clones.



Striking Puddley with an enhanced skill as it begins to clone or armor itself will cancel either ability and cause it to be dazed!

14 Fanger

Threat Level ★★★☆☆☆☆☆☆☆

Found in Chattertooth Ridge

Rewards for Defeating
56316 Exp 3890 G **Dark Backshot Bow**

Stats	Lv.	Affinity						HP
	34		1035	739	739	295	295	18551
Elemental Resistances								
	30%		-20%	0%		0%		0%
Status Resistances	Poison		Freeze	Sleep		Confuse		Petrify
	30%		30%	30%		30%		30%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings

Affinity		
Element & Status	—	—
Arts of War	Durability	Untouchability

Recommended Skills

Batu	Strongman Stance	—
Bracken	Healing Hub	Infinite Ammo



Preparation

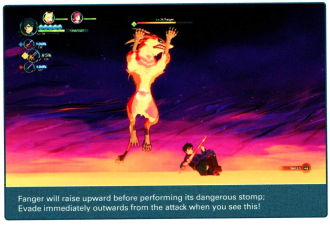
Fanger has an attack capable of killing low health characters in a single blow, so it's not recommended to fight it until at least level 38. Even then, you'll need to bring plenty of Healing Items. Get your Defense as high as you can, including Fire Resistance, and consider bringing characters with plenty of health to increase your chances of survival. If you are taking more damage than you can heal, consider advancing the story until you get Bracken; she is capable of Healing via the Healing Hub, which can be very powerful if you choose to use a blocking strategy in this fight.

Strategy

Fanger has three attacks: the first is the same running attack that Quilla has, only fired-themed; Fanger will crouch down on the ground for a short while then start running forwards covered in Fire. You can block this attack to knock Fanger down, allowing you to get some damage in. The other attack is the double bite, which is difficult to get away from and is best blocked. The last is a very dangerous short-range area-of-effect attack that replaces Quilla's jumping attack. Fanger will raise up into the air and stomp down with both feet, causing a small shockwave. This stomp attack is incredibly damaging, and can kill a low HP character in a single blow! Fanger can turn 180 degrees to use this attack, so hitting it from behind is no guarantee of safety. Blocking this attack will still deal significant damage to you unless you have Durability set in the Tactic Tweaker.

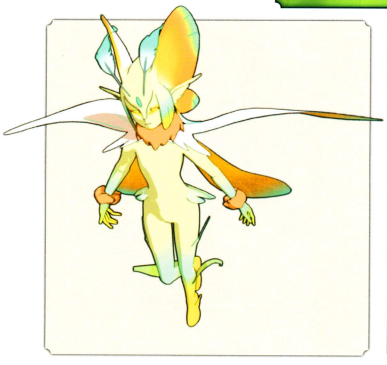
If you have Durability set, good normal and Fire defenses, and plenty of healing Items, this fight comes down to blocking Fanger until it uses the running attack. Use short combos, and then evade and run away as it stands up.

Batu is particularly good at this strategy when equipped with the best defenses available to you, given his naturally high health. Start the fight by running away from Fanger, and when it first begins a running attack, run sideways to avoid it then cast Strongman Stance. When you see Fanger attempt to use the running attack, run in front of your party members and block it to prevent them from taking damage, then hit Fanger on the ground to build MP. Batu's Cannon Shot can then knock down Fanger during the next running attack.



Fanger will raise upward before performing its dangerous stomp; Evade immediately outwards from the attack when you see this!

Scintilla 15



Threat Level ★★★☆☆☆☆☆☆☆

Found in Capaneus' Crypt

Rewards for Defeating

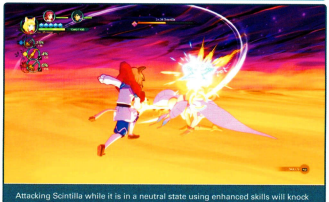
56316 Exp 3540 G All-Be-Gone x3

Stats	Lv.	Affinity						HP
	23		435	739	887	246	443	18551
Elemental Resistances								
	0%	0%	0%	20%	-40%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	0%	20%	20%	60%	20%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	Confusion	—
Arts of War	Dynamism	Brutality
Recommended Skills		
Leander	Sundown	Gorgon's Needle
Roland	Heavy Ammo	Circular Sword



Avoid Scintilla's projectile attack at all costs, since in addition to dealing heavy damage, it can can also inflict the Confuse status ailment.



Attacking Scintilla while it is in a neutral state using enhanced skills will knock it down; it takes particularly long to recover from this, allowing you to attack freely!

Preparation

Scintilla becomes available during Side Quest 048, and is the Light-based version of the Pixie enemy type, so equip plenty of Light resistance. It's a little harder to find accessories for Light resistance at the time you can get to Scintilla, other than from the kingdom or from enemy drops, but you can trade for them at the Taskmaster if you're having trouble. Scintilla's primary attack also applies Confuse, so make sure to balance out your Light resistance with Confuse resistance as well, unless you're confident that you can handle the reversed controls, or have brought plenty of Confuse-Be-Gones! If you defeated Fanger prior to Scintilla, you'll have the Dark Backshot Bow, which is Darkness-imbued and can apply Poison as well.

Strategy

Scintilla has two attacks; a Light-based damage-dealing spell signaled by Scintilla placing its hands in front of it and pausing for a while, and a flying dash attack preceded by a mid-air backflip. Both these attacks can be avoided reliably by running sideways at a slight distance—about a single evade's distance away. Each attack has a lot of stun resistance that can only be interrupted with strong stun skills. The key to beating Scintilla is to continuously circle until the monster uses an attack, then quickly counter-attack with melee attacks or a powerful skill with fast recovery, then evade away and continue circling. If Confuse is applied, this strategy doesn't really change much, since attacks will auto-target when you're locked on; all that will happen is you will circle Scintilla the opposite way. You may have to time your evades a little more carefully when Scintilla does the flying rush attack, as you may accidentally evade straight through it! Take a confuse-be-gone if you find this confusing.

16 Grimwit

Threat Level	★★★☆☆☆☆☆☆☆
Found in	Rolling Hills
Rewards for Defeating	57922 Exp, 4010 G, Elite Warrior's Ring

Stats	Lv.	Affinity						HP
	35		795	795	795	364	303	28114
Elemental Resistances								
	0%	-30%	0%	0%	0%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	30%	30%	30	30	20			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings	
Affinity	
Element & Status	—
Arts of War	Dynamism

Recommended Skills			
Roland	Circular Sword	Heavy Ammo	
Evan	Water Balloon	Flurry	



Preparation

You can't get to Grimwit unless you have the Zippelin, and by the time you get there, there's a good chance you'll be higher level than this monster. If you've raced through the game, you'll find Grimwit a lot like Clangston. Focus on Defense with your armor and accessories. Water-imbued weapons and skills are valuable to deal extra damage, but not at the cost of Physical attack. If you lack the weapons to damage Grimwit effectively, Vendor-bought equipment from Broadleaf will suffice, or you can fight nearby enemies for equipment drops, although you may find them slightly harder than Grimwit depending on your level, so be careful.

Strategy

Grimwit uses the same dashing shield bash as Clangston, signaled by thrusting its shield into the air. This attack will block light attacks and ranged attacks, but the dash is extremely linear and can be easily avoided by running sideways. Heavy attacks and skills can cancel the attack by causing a knockdown or Stagger; it's vulnerable after completing this attack, at which point dash shots can knock it down.

While Clangston only has one dash, Grimwit will perform a second dash straight after the first one, but it's possible to knock it down in between these dashes. If you have a character with upgraded spells you can hold down the button to charge the spell until Grimwit is about to dash; release the spell when its shield passes across its face to knock it down and deal heavy damage, especially if you are using Water-based spells.



After strafing around Grimwit's first or second shield dash to behind it...



...immediately close the distance with a Ⓐ Dash attack to send the monster into a knockdown state!

Grimpopo 17



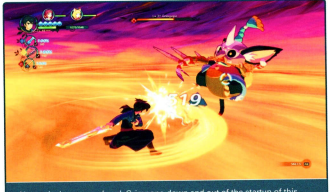
Threat Level	★★★☆☆☆☆☆☆☆
Found in	Hydropelago
Rewards for Defeating	61348 Exp, 5030 G, Giant's Bow

Stats	Lv.	Affinity						HP
	37		957	1340	957	292	319	29385
Elemental Resistances								
	0%	0%	-30%	0%	0%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	30%	30%	30%	30%	20%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	Blaze	—
Arts of War	Durability	Untouchability
Recommended Skills		
Roland	Heavy Ammo	Circular Sword
Leander	Gorgon's Needle	Spark Spike



The explosion generated by Grimpopo's slower parabolic shot covers a huge radius, and you need to keep constant momentum while strafing to properly avoid it.



Alternatively, you can knock Grimpopo down and out of the startup of this attack with a spinning slice. You have a limited window of time to do this, so immediately close the distance with a Dash attack!

Preparation

Grimpopo is a very dangerous Archer with an extremely powerful area-of-effect attack capable of killing your characters in a single blow if you try to fight it as early as you find it. Consider killing Tainted Monster 09 to get the Chaotic Greatsword, which has a chance of applying Confuse; this can keep Grimpopo occupied for most of the fight. You also need to stack your Fire resistance as high as you can, as well as your general defenses. Consider entering the fight with 100% Zing gauges on three equipped weapons to allow you to deliver a powerful series of opening strikes that can interrupt Grimpopo's attacks.

Strategy

Grimpopo has the same basic attack strategy as Prangles. It jogs from one spot to the other, targets a party member, and fires off a bow attack. The first attack is very linear and easy to avoid. The second attack launches an arrow on a parabolic trajectory. When it lands, it explodes, dealing fire damage within a large radius. If you're close to where the arrow lands, simply evading won't be enough to get you out of the blast radius; you'll need to time your evade with great precision.

You can interrupt this attack with a Spinning Slice and knock Grimpopo down. Attack Grimpopo with light attacks in melee range and watch Grimpopo carefully for the attack effect that signals it is about to attack with its bow, then input Spinning Slice. Skills can also interrupt this attack, so Roland's Circular Sword and Flatliner are very effect. Use your Zing gauge when available to deliver a strong stun strike to Grimpopo to knock it down as well. Careful Zing management combined with Spinning Slice to interrupt Grimpopo's parabolic bow attack will let you finish this tainted monster very early.

18 Abnorma

Threat Level ★★★★☆☆☆☆☆☆

Found in Eert Grove

Rewards for Defeating

61348 Exp **4570 G** **Soreaway Sweet** x5

Stats	Lv.	Affinity					HP
	37		797	797	797	319	478	13760
Elemental Resistances							
	-40%	0%	40%	0%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	40%	20%	100%	40%	40%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Recommended Tactic Tweaker Settings

Affinity		
Element & Status	Confuse	—
Arts of War	Durability	Dynamism

Recommended Skills

Bracken	Healing Hub	Infinite Ammo
Batu	Strongman Stance	Cannon Shot
Roland	Flatliner	Circular Sword



Preparation

You'll fight Abnorma during Side Quest 056. Although you can get this quest early, it's recommended to wait until you reach Broadleaf, so you can benefit from the weapons and items available from the city's Vendors and gain access to Bracken. Abnorma is very weak against Fire; upgraded Fireballs and other Fire spells are highly recommended. Its spore attack can cause Confusion, so bring some Confusion-Be-Gones—you can buy them from Poplar Produce in Broadleaf. The rewards from Tainted Monsters 02, 11, 12, and 13 can prove invaluable in this battle.

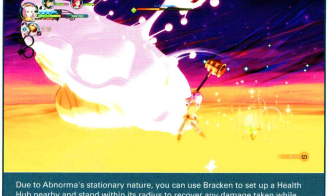
Strategy

Abnorma has the same attacks as a standard mumshroom, it just deals a lot more damage and has much more health. It will wear you down with damaging attacks complemented by the Confusion status ailment and summoned sporcinos. These smaller enemies will attempt to Stagger you during your attacks. They have more health than a regular mumshroom's sporcinos and their higher stun resistance makes them more difficult to knock out of their attacks—Spinning Slice is a reliable way to knock them away from you to clear space, but you may need to evade away first to set it up.

Abnorma has a slow, wind-up swipe that deals a lot of damage, has a large area-of-effect attack with Confusion-causing spores raining from the sky, and a large area-of-effect gas attack signaled by Abnorma sucking in wind before spewing it out again. The gas attack can cause your attack power to drop and deals more damage the closer you are to Abnorma, so running away is advised. To avoid using healing items, run quite far away every time Abnorma begins an area-of-effect attack, then run back again to deal damage.

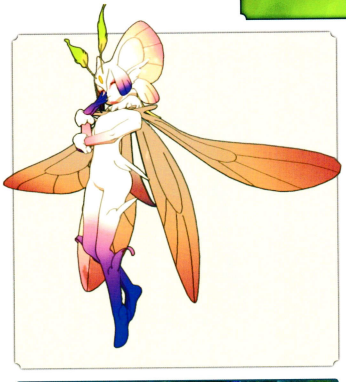
When sporcinos appear, get their attention with some Ranged attacks and draw them away from Abnorma by moving to a clearer part of the arena, then use area-of-effect attacks to finish them off as fast as possible. Use charged shots after you've run away from one of its area-of-effect attacks to deal some extra damage while you wait for the attack to end. It's possible to defeat Abnorma safely by using a charged shot strategy with Evan or Roland, but you still need to deal with the sporcinos—you can either defeat them as they get to you or knock them down then circle around the Arena further away from them.

Bracken is uniquely capable of handling this monster in close range. Her Healing Hub allows her to out-heal the sporadic damage this enemy deals. You'll still need avoid the slow wind-up attack, but it only uses this when facing you, so run behind it before you start hitting it. If you don't wish to use Bracken, the same basic strategy still works with other high health characters (such as Batu or Roland)—you'll just need to regularly heal yourself with consumables.



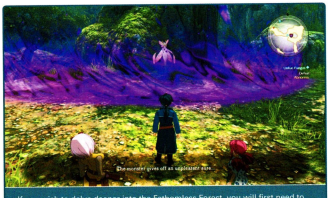
Due to Abnorma's stationary nature, you can use Bracken to set up a Health Hub nearby and stand within its radius to recover any damage taken while attacking.

Florette 19



Threat Level	★★★☆☆☆☆☆☆☆
Found in	Fathomless Forest
Rewards for Defeating	63029 Exp, 5170 G, Allproof Autumn Mantle

Stats	Lv.	Affinity						HP
	38		480	817	980	271	490	16969
Elemental Resistances								
	0%	0%	0%	0%	0%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	20%	20%	20%	20%	20%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	—		—					
Arts of War	Dynamism		Untouchability					
Recommended Skills								
Roland	Circular Sword		Heavy Ammo					
Tani	Burrowing Bolt		Windwhirl					



If you wish to delve deeper into the Fathomless Forest, you will first need to take down Florette, who is blocking off the main path.



You can simply circle around Florette's attacks and counter them with distance closing dash attacks, before backing out and repeating this strategy.

Preparation

Florette is different from the other Fairy-based Tainted Monsters in that its spell has no element, dealing pure Magical attack damage—only upgraded Magical defense is effective at reducing its damage. Focus on Magical defense on armor and accessories. Foods that increase Magical defense include kraken's delight and mermaid's catch, both available in Hydropolis. Equipment skills that reduce damage apply to Magic damage as well, so the Secure Bone Mail is still useful here. Note that because Magical defense foods and equipment such as accessories add flat values, they are not as immediately powerful at cutting down incoming damage as elemental resistances. You'll need to focus more on avoiding Florette's spells in this fight, as the damage it deals is high.

Strategy

Florette has two attacks that are difficult to interrupt without applying very strong stun, so you'll need to work around them instead. The first is signaled by Florette putting its hands in front of it—after a short pause, a spell projectile will shoot out. Florette also has a flying dash attack that covers a lot of range. It's signaled by a long, lazy backflip in mid-air. Both attacks are extremely linear and can be avoided by constantly running in a circle around Florette an evade's distance away.

Florette has a short delay in between each attack, so hit it with a short light attack combo (no more than three hits) in between its attacks. You can also use skills with fast recovery. If you have 100% Zing gauge on a weapon, trigger a skill such as Circular Sword to interrupt Florette's attacks and knock it down. Note that spells such as Fireball are unable to knock down Florette with 100% Zing gauge without upgrades purchased at the Evermore Spellworks.

20 Twinky

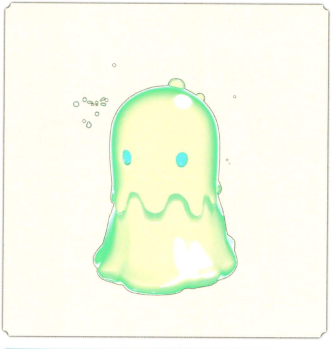
Threat Level ★★★★☆☆☆☆☆☆

Found in Unsung Shrine

Rewards for Defeating

63029 Exp **5230 G** **Venomous Cataclysm Ax**

Stats	Lv.	Affinity					HP
	38		1144	817	1389	490	408	35200
Elemental Resistances							
	0%	0%	0%	20%	-60%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	-40%	20%	60%	20%	20%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	100	100	100	100	100	100	100
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Light	—					
Arts of War	Dynamism	Untouchability					
Recommended Skills							
Tani	Burrowing Bolt	—					
Roland	Heavy Ammo	—					



Preparation

Twinky is weak against Dark and Poison, so the Dark Backshot Bow reward from Tainted Monster 14, Fanger, is the ideal weapon for hunting this Light elemental goo. The rewards from Tainted Monsters 11 and 19 will be helpful as well. Twinky deals Light damage with its spit attack, which is the main threat for a ranged build, so aim for as much Light Resistance as possible. Get-up-and-Gonuts foods work well and can be purchased from Broadleaf's Pepper's Pop-up Beanery.

Strategy

Twinky has high physical Defense, a high Attack rating, and has a close-range area-of-effect melee attack that deals extremely high damage with very short recovery; this will devastate any character that tries to stand toe-to-toe with the monster. It can also summon a physical damage-nullifying shield and summon copies of itself once it goes below 50% health. It has a Light element ranged spit attack with a chance of applying Confusion; you can avoid this by simply running sideways. It also uses a short-range jumping attack that deals high damage but is easy to avoid through evading or by running away. Characters set up to focus on melee attacks are unwise against this Tainted Monster due to the first area-of-effect attack, which is akin to walking into a blender—Twinky can devastate even a well-geared, equal level Batu in seconds.



Ranged characters are the easiest way to defeat Twinky. Tani or Batu equipped with the Dark Backshot Bow from Tainted Monster 14 can use dash shots at long range to defeat it safely.



Things can get confusing once Twinky begins spawning copies of itself below 50% health, but you can tell which one is the original since it won't have an overhead health bar.

Madusa 21



Threat Level	★★★★☆☆☆☆☆☆
Found in	Unnamed Island South of Briney Shrine / Shipshire
Rewards for Defeating	66396 Exp, 5440 G, Secure Strongbox Boots

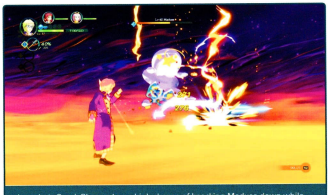
Stats	Lv.	Affinity						HP
	40		856	856	856	342	513	50163
Elemental Resistances								
	30%	30%	-30%	0%	0%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	40%	40%	40%	100%	40%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	36	60	84	120	144	180	204	
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	—		—					
Arts of War	Untouchability		Dynamism		Brutality			
Recommended Skills								
Leander	Spark Shower		Gorgon's Needle					
Tani	Spark Shower		Windwhirl					

Preparation

Madusa is one of the most difficult Tainted Monsters at the point you encounter it. It's highly recommended to come back at a later Chapter, when you're higher level. Madusa deals Physical damage, so focus on Defense and consider crafting a "Gutsy" equipment skill armor. The rewards from Tainted Monsters 23, 28, 24, 19, 17, 11, 13, and 20 are all recommended here. Upgrading your weapons in the kingdom facilities will provide a huge advantage if you've managed to upgrade your kingdom to level 2. If you're a hoarder of consumables, this is the target you should splurge on; use the most powerful consumables and sixth censers you you have without restraint!

Strategy

Madusa shares its moves with the Jelly Queen fought in Main Story Chapter 5-1, only now they're much deadlier. Fortunately, the way to avoid and punish each attack is the same, so flip to P224 for a full rundown. Pay attention to the gliding dash attack and the jumping stomp, as both will deal extreme damage. Note that you can avoid the stomp attack's radial blast wave by jumping in the air, as it's a ground-based attack. Use Air Melee attacks (◯, □, △) to stay airborne for longer, and you can use a Ranged attack to extend your air time even further. Madusa's glide attack can't be evaded at mid range if it's coming straight at you—stand your ground and block it. This will knock you down, but watch what Madusa does before you recover or you may stand up into another glide attack.



Leander's Spark Shower has a high chance of knocking Madusa down while it's in a neutral state, and even dazing it during its charged attack!

When Madusa begins charging up its radial explosion, use a skill with high charge break to break through, but be sure you'll succeed before you attempt it, as Madusa is more than capable of killing multiple characters in a single blow with this move. If you overcommit, this is one of the rare charged attacks that can be blocked, and a perfect block will reduce the damage significantly, but be warned that the shockwave starts very fast and is difficult to react to. Leander or Tani's Wind spells, especially Spark Shower and Whirlicane, can deal high damage here. If you use plenty of strong sixth censers, and unleash Spark Shower whenever you see a chance (whenever Madusa stands still for a while), you'll be able to deal a large amount of damage to it quickly.

Leander functions as a something of a counter to this monster; not only can he deal devastating damage at range, but his dash heavy attack is capable of out-ranging Madusa's trample and is fast enough to hit and get away again in between laser beams. To use this trick, evade sideways and dash heavy attack sideways straight afterwards (don't dash attack into Madusa!). This allows Leander to regain MP and deal damage after evading most close-range attacks without risk; particularly good if you're armed with a status ailment weapon such as Poison, Sleep, or Confuse. Be sure to not overcommit though, as an unwise move will result in a quick death.

22 Boarcher

Threat Level ★★★★☆☆☆☆☆☆

Found in Runaway Cave

Rewards for Defeating
68081 Exp 5570 G Starfall Sword

Stats	Lv.	Affinity					HP
	41		857	875	875	455	250	42772

Elemental Resistances					
	-30%	0%	10%	0%	0%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	50%	50%	50%	50%	50%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408

Recommended Tactic Tweaker Settings

Affinity		
Element & Status	—	—
Arts of War	Untouchability	Dynamism

Recommended Skills

Evan	Cut and Thrust	Floodlight
Batu	Strongman Stance	Cannon Shot



Preparation

Boarcher is the Tainted Version of a standard porc chopper, with very high Defense, but low Magical defense; the Bona Fide Fried Game food is recommended here. Fire-imbued weapons are valuable unless they sacrifice too much attack rating; Red Chest A15 has a Burning Yeti's Tooth. Upgrade your Fire spells as much as possible—Fireball and Fire Pillar are powerful in this fight, and you can find a Blazing Ring in Red Chest A35. The rewards from Tainted Monsters 11, 20, and 23 are highly recommended. If you're using Evan or Roland, a crafted Yeti's Tooth from the Evermore Weapon Workshop has the "Reduces MP for special moves" equipment skill. Having a "Gutsy" equipment skill (see P.502) will greatly improve your survivability in this fight.

Strategy

Boarcher is a standard porc chopper with the same attacks, but its size and deadly damage turn this fight into a test of reflexes and patience. Boarcher's vastly increased size compared to a normal porc chopper makes it very difficult to escape its range; attacks you could simply run from before now catch you easily. Blocking should be a last resort; Boarcher has attacks that require you to either precisely evade them, or position yourself in highly-specific ways to successfully avoid them. Refer to the table for some tips on how to avoid and punish them.

Boarcher's Attacks

Attack	Description	How to Avoid	How to Punish
Slash Rush	Frontal slice, followed by repeated spins with its sword ending in a failed somersault that leaves Boarcher face down on ground.	Evade through the second slice behind its back, then run the opposite way as it turns, staying behind its back. If it changes direction of turn midway, start circling the opposite way. If caught on the edge of the arena and knocked down, stay down as long as possible, then time an evade behind it.	Run up and damage it as much as possible while it is on the ground to build MP. This is a good time to use a skill if you have MP.
Roaring Leaping Slash	Roars, then suddenly launches into a long distance flying leaping slash ending face down on ground.	When you see the roar, run to the side, and prepare to evade. If in melee range run behind its back.	Hit it while it's getting up. If it's far away, use a ranged skill or ranged attack.
Roaring Dashing Shield Bash	Roars (same as Roaring Leaping Slash), then puts shield in front and charges forwards.	Very linear, so run or evade sideways.	100% Zing gauge strong stun skills can knock it down. Otherwise punish as above.
45° Slash Left	A turning slash at a 45° angle to try and hit you when you are standing to the side or behind close to the left leg.	Evade towards the right leg. Aim to end up behind it.	Light attacks during its recovery.
45° Slash Right	A turning slash at a 45° angle to try and hit you when you are standing to the side or behind close to the right leg.	Evade towards the left leg. Aim to end up behind it.	Light attacks during its recovery.
Dashing Shield Bash	Roars (same as above), then puts shield in front and charges forwards.	Very linear, so run or evade sideways.	Strong stun skills can knock down during recovery with 100% Zing gauge.
Charged Attack	Builds up power then smashes the ground with both fists. Area-of-effect with large radius. Extreme damage, can easily kill in one hit. A short flash marks the end of the charge-up, and the smash happens immediately afterwards.	Run as far away as possible. If caught in an animation or you have overcommitted, block the attack. If you are full health it may save your life.	This attack can be interrupted and punished using the charge break system. Note that it's almost impossible to break at Lv. 6 and above in the time available.
Three Hit Combo Slash	Three hit combo of horizontal slashes in front of Boarcher starting with backhand left to right slash, then right to left. Final slash is slower left to right.	Time an evade through any slash while aiming to end up behind its left leg and the rest will either miss or it will stop the combo early.	Dash attack into light attacks. Recovery is low, so be careful of overcommitting.
Three Hit Combo Riser	Three hit combo of horizontal slashes in front of Boarcher starting with right to left slash, then left to right. Final strike is a slower vertical rising slash.	Time an evade through any slash while aiming to end up behind its left leg and the rest will either miss or will stop the combo early.	Dash attack into light attacks. Recovery is low, so be careful of overcommitting.



Gaialith 23

Threat Level	★★★☆☆☆☆☆☆☆
Found in	Jack Frost's Playground
Rewards for Defeating	69768 Exp, 6610 G, Omniproof Daredevil's Armor

Stats	Lv.	Affinity						HP
	42		1073	1073	1073	357	357	52530
Elemental Resistances								
	-30%		0%	0%		50%		0%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	20%		50%		100%	50%		50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	360	408	

Recommended Tactic Tweaker Settings	
Affinity	
Element & Status	—
Arts of War	Untouchability

Recommended Skills		
Evan	Fireball	Cut and Thrust
Roland	Circular Sword	Heavy Ammo

Preparation

Gaialith is a very powerful Tainted Monster that will require equally powerful equipment, but rewards you with a powerful elemental resistance armor. Gaialith is weak against fire, so upgraded spells from the Evermore Spellworks will allow you to gain a big advantage. Upgrade your equipment at the kingdom if possible, too, but otherwise equip the highest defense armor you have.

Strategy

Gaialith is the Tainted Monster version of the Mossy Monument Main Story boss covered on P.204. It uses the same attacks, but now they're much deadlier and have far greater range due to its increased size. The three-hit combo attack can chase you down if you try to run away, so you must evade each hit carefully, and the last spinning strike needs to be evaded with precise timing. The dashing attack also needs precise timing—evade just before it strikes, because Gaialith's increased size leaves it in contact with you for longer, hitting you after your invulnerability runs out.

During the slow, spinning attack where it rotates like a top, it's now much more difficult to get safely away; the bigger Gaialith can catch up to you, so you'll need to continuously evade away from it. Be careful not to get caught at the edge of the arena, or it may continue spinning over you as you get up, dealing extra damage. Be sure to pause frequently to use your consumables whenever you take a hit or see a chance to deal damage with a skill while low on MP. Consider raising and healing unconscious party members to serve as distractions.

Whenever Gaialith begins charging up, be very careful when attempting to interrupt the charge. Unlike the Mossy Monument, Gaialith's charged attack is much more difficult to interrupt, and if it successfully finishes this attack, it can kill characters with small health pools in one hit, especially if it catches you in the middle of an attack. Evan's Cut and Thrust can interrupt it the first time, but the second time will require more attacks, and the third is near impossible to interrupt in the time available. The arena is large, so it's wiser to get as far away as you can then block while facing Gaialith, even if you don't have Durability set in the Tactic Tweaker. The reduced damage could save your life.



It's absolutely imperative you break Gaialith's charge, as its subsequent area-of-effect blast covers the entire battlefield when used at its center. This attack is unblockable and deadly, so your only hope is to escape to the opposite edge of the room if it is used from any other position.

24 Dampo

Threat Level ★★★★★☆☆☆☆☆

Found in Hydropelago

Rewards for Defeating

71457 Exp 6150 G One-and-All-Be-Gone

Stats	Lv.	Affinity					HP
	43		914	914	1536	304	438	38000

Elemental Resistances					
	0%	0%	0%	0%	-30%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	30%	30%	30%	30%	20%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Recommended Tactic Tweaker Settings

Affinity	
Element & Status	Water
Arts of War	Dynamism

Recommended Skills

Leander	Gorgon's Needle	Sundown
Bracken	Healing Hub	Buzz Off



Preparation

Dampo only uses one attack, and it deals Water Damage, so plenty of Water resistance will give you a massive advantage here. If you've been defeating Tainted Monsters steadily, you may have access to the Sopguard Pendant by now; if so, use that instead. Dampo is weak against Dark, so focus on Dark skills and Dark-imbued weapons. Equipped with the rewards from Tainted Monster 11, 19 and the Spellcrafty Warlock's Wand, along with Water resistance, Leander is more than capable of taking Dampo down at 4-5 levels lower than the monster. Batu or Bracken can also manage this when equipped with the Venomous Cataclysmic Ax from Tainted Monster 20.

Strategy

Dampo's one attack is a very linear Water Balloon spell that it takes a while to cast; while it may look similar to a charged attack, it is not one and cannot be broken. You can avoid the spell by running in a circle around Dampo. Dampo can turn after the cast is over to hit you with the spell, so be sure to keep moving even if it's facing away from you. Be careful of standing close to your party members. as the attack has a decent area-of-effect; if they get hit when you're standing next to them, so will you. Attack Dampo in between its Water Balloon casts. If you take a hit at low level it will hurt severely, so make sure to heal up. Once you have built up 100% Zing gauge, a strong stun enhanced skill can interrupt Dampo's spell attack and knock it down.

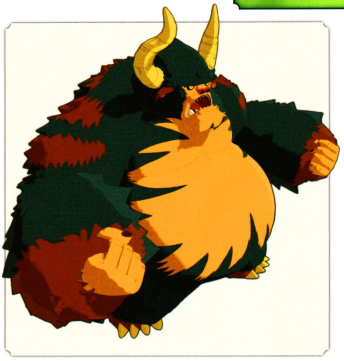


Dampo's Water Ballon travels quite slowly but has decent tracking, so you'll need to maintain constant movement to avoid it even at long-range.



A spinning slice will knock Dampo down and interrupt its attack!

Klogg 25



Threat Level	★★★★★☆☆☆☆☆
Found in	Drylands
Rewards for Defeating	63029 Exp, 6300 G, Four-Leafed Soreaway x5

Stats	Lv.	Affinity						HP
	44		896	746	746	310	310	58329
Elemental Resistances								
	10%		10%		10%	10%		-20%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	35%		35%		35%	35%		35%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	360	408	
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	—			—				
Arts of War	Untouchability			Dynamism			Durability	
Recommended Skills								
Tani	Hail of Arrows			Windwhirl				
Batu	Stoneman Stance			Cannon Shot				

Preparation

Klogg's attacks are very difficult to avoid, so you'll need the most powerful Defense-boosting equipment you can get hold of; consider equipping at least one piece of armor with the "Gutsy" equipment skill to every character. The rewards from Tainted Monsters 11, 17, 20, and 23 are also very useful here. Make sure your consumables are fully stocked, and don't be shy about using them. Choose supporting party members with as much total health as possible. MP reduction equipment skills are very useful here, and Tani is particularly powerful against Klogg if equipped with a Spear that reduces the MP usage of her recommended skills.

Strategy

Klogg has the same attacks as the Main Story boss Thogg, but deals much more damage and has vastly increased range and size. The more in-depth Thogg coverage on P.191 of the Main Story Guide is a good place to get you started. You'll need to evade several of Klogg's attacks carefully instead of running away—the only exception to this is the charged punch attack, which can still be avoided by simply running sideways. Klogg can use its big punch charged attack, body slam charged attack, and enter its berserk state without having taken any damage! As a result, this Tainted Monster is a serious test of reflexes and patience. Use dash shots to whittle Klogg down whenever you get a chance, and make sure to keep everyone alive with consumables. Don't be afraid to use your sixth censers if you see a chance to deal strong damage.

When Klogg enters its enraged state and begins its leaps, you must evade sideways precisely, and take care not to get too aggressive until it has finished all of them. Once it's finished and Klogg is exhausted, you'll have a chance to knock it down—be sure to take the opportunity to use your Zing gauge to hit it with a strong stun skill! When Klogg begins its big punch charged attack, don't break it; avoid it by running sideways instead. This will ensure you're able to break through the charged Body Slam easier, as this move sees Klogg launch itself across the entire arena at you and has an incredibly large radius. The shockwave of this attack radiates outwards from Klogg's point of impact, but you can avoid it by jumping into the air and using air melee attacks.



Klogg's biggest attack, the body slam charged attack, can be avoided by jumping into the air and using air light attacks so the radial shockwave passes underneath your character.

26 BL-Ivion

Threat Level	★★★★★☆☆☆☆☆
Found in	Powder Keg Cavern
Rewards for Defeating	73148 Exp, 6360 G, Sovereign Soreaway Sweets x2

Stats	Lv.	Affinity					HP
	44		933	933	746	448	266	16000

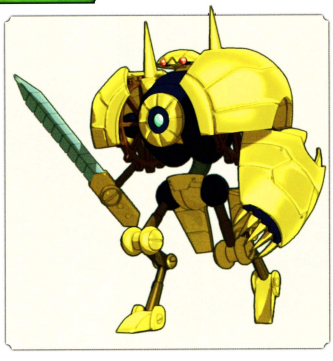
Elemental Resistances					
	0%	10%	-30%	10%	10%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	100%	40%	100%	100%	100%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	63	105	147	210	252	315	357

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	Light	—
Arts of War	Dynamism	Untouchability

Recommended Skills		
Leander	Spark Spike	Spark Shower
Tani	Spark Shower	Windwhirl



Preparation

This Tainted Monster is part of Side Quest 078. BL-Ivion deals mostly Physical Damage, but it has a single, high-damage attack that deals Light Damage, so equip some Light resistance to weaken this threat. Sources of Light resistance include the Blindguard Pendant from Red Chest A04, the Tactic Tweaker, equipment skills, and Get-up-and-Gonuts from Broadleaf. BL-Ivion's weakness to Wind Damage means Wind-imbued weapons and characters with Wind-based attacks are the way to go, but only if they are on par with your current most powerful equipment and spells. Leander with a Spellcrafty Warlock's Wand, the Blustery Ring from Red Chest A08, and upgraded Wind spells can send BL-Ivion to meet its namesake with lightning speed.

Strategy

BL-Ivion is the Tainted Monster version of the BL-Aster bot you'll have encountered during Main Story Chapter 6, only bigger and able to deal much more damage. Fortunately, its transformation ball attack is still easily avoided by running sideways. Avoiding and punishing it with a melee attack to knock BL-Ivion down after it comes to a standstill is a reliable source of damage. The standard sword strikes have more range than the BL-Aster, so you'll need to pay more attention to avoiding them, but it's possible to evade towards its back to cause the rest of the combo to miss. BL-Ivion is best handled by running sideways at mid-range and waiting for an opportunity to dash attack in to deal damage. If it gets too close, start evading sideways to gain distance.

When BL-Ivion begins charging up to fire off its large light beam, be cautious; it is more difficult to break than the BL-Aster's, and could result in taking critical damage. Refer to the charge break values and keep an eye on how many times you have broken this attack. If you need to avoid it, run in circles around it at mid-range and watch carefully. The signal that it's about to fire off the beam is a small jump up and down to reorient itself. When you see this jump, evade sideways as it's landing to safely avoid this attack. Leander is particularly powerful at dealing damage with the Spark line of spells against this enemy, but Tani is better able to break its charged attack with her Windwhirl.



After charging, BL-Ivion will perform a brief hop just before it fires its large light beam; evade laterally just before it touches the ground to avoid this attack.

Skrych 27



Threat Level ★★★★★☆☆☆☆☆

Found in Sequoia Valley

Rewards for Defeating

74840 Exp | 6440 G | Songbook No. 20

Stats	Lv.	Affinity					HP
	45		1334	953	1334	381	381	30600
Elemental Resistances							
	20%	0%	20%	-20%	-20%		
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify		
	80%	80%	80%	80%	80%		
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	—		—				
Arts of War	Untouchability		Dynamism				
Recommended Skills							
Tani	Hail of Arrows		Burrowing Bolt				
Evan	Sunrise		Floodlight				

Preparation

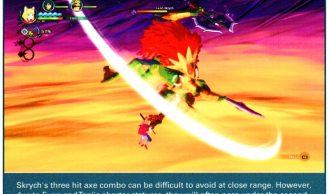
Skrych is fought during Side Quest 075. Both Light and Dark-imbued Weapons and Abilities are powerful against this monster. It deals a lot of damage with melee attacks, so you'll want your Defense to be as high as possible. Equipment that reduces damage is very valuable as well, such as Clangston's Secure Bone Mail. Bring plenty of consumables as its difficult to avoid all damage in this fight.

Strategy

Skrych has similar attacks to the wyvern warlord you fought in Main Story Chapter 2, covered on P.186, only now they are more powerful and have longer reach. One notable attack that Skrych uses frequently is a rushing three-hit combo of axe strikes, after which it trips and takes a while to steady itself. This strike will end up dealing a lot of damage, but the forward momentum of this rushing combo works against it. The rest of the combo will miss if you evade through one of the strikes, aiming to end up behind it—make sure to angle slightly to the side and not directly towards Skrych, or you'll simply evade in place.

Tani and Evan will slip under the second blow of the three hit combo naturally in most circumstances. When using either of them you can easily evade towards its right leg to avoid the last blow. Many of Skrych's other melee attacks will also miss Tani and Evan if they are constantly evading and circling around it clockwise (towards its right side). If you want to play other characters, you'll have to time your evades very precisely and evade the second blow of its three-hit combo to its left leg instead of the right. You also won't be able to avoid as many attacks by circling it other than the flying dive.

Skrych's other notable tactic is to jump sideways up to three times to confuse you prior to starting a rush, so make sure to stay locked on so you don't lose track of its location. It can take to the air just like Yvan and do a diving rush, but this time it will stay in the air, reorient, and perform a second diving rush, so stay alert. You can knock it down with a ranged skill that has strong stun when it's hovering in mid-air, but not during the dive attack itself. Be sure to capitalize on these moments of opportunity.



Skrych's three hit axe combo can be difficult to avoid at close range. However, due to Evan and Tani's shorter statures, they will often pass under the second swing, allowing you to move past the third!

28 Gryndl

Threat Level	★★★★★☆☆☆☆☆
Found in	Drylands
Rewards for Defeating	74840 Exp, 7080 G, Epic Giant's Tooth

Stats	Lv.	Affinity					HP
	45		1334	762	1067	381	381	30600
Elemental Resistances							
	30%	-60%	20%	0%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	40%	-50%	40%	40%	40%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	21	35	49	70	84	105	119
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Fire	—					
Arts of War	Dynamism	Untouchability	Brutality				
Recommended Skills							
Bracken	Infinite Ammo	Health Hub					
Evan	Water Balloon	Floodlight					



Preparation

You want to focus on Defense and Fire resistance against Gryndl. Water-imbued melee weapons are powerful, but not at the cost of attack rating or, more importantly, equipment skills such as MP Reduction. For ranged weapons, the Drenched Iceberg Blaster from Tainted Monster 13, Puddley, can allow either Bracken or Roland to deal heavy damage to this enemy with rapid-fire ranged attacks, Dash shots and charged shots, but the Water Balloon spells are equally powerful. Gryndl can be quite mobile, so Water Pistol and other slow skills will often miss



When equipped with the Drenched Iceberg Blaster from Puddley, Bracken is capable of dealing tremendous damage to Gryndl in a short amount of time.

Strategy

Gryndl is similar to Skrych, with the addition of a fast, charged fireball spit attack that it uses frequently. After the charging up is finished, Gryndl spits out a very linear Fireball that can be avoided by simply circling it sideways in either direction. As long as you stay at mid-range, it will very rarely use any of the melee attacks it shares with Skrych, and after it has spit the Fireball at you a few times, its charged break value will be low enough to break through it with melee attacks or fast skills, giving you an opportunity to deal damage. When Gryndl gets up, be sure to evade away and retreat to mid-range again so it doesn't attempt its melee attacks; that way it will be more likely to continue the easy to avoid charged attack Fireball.

When Gryndl takes to the sky, it's capable of evading sideways across the arena to gain distance, so it can charge up another Fireball, but this is as easy to avoid by running sideways as the version it uses on the ground. You can also knock it out of the air with ranged strong stun skills when it isn't actively using an attack, just like Skrych. Note that it does have the same diving attack as other wyverns that it will mix in with the Fireball charged attack, so be mindful of this. If its charged break value is low when it's charging up in mid-air, casting a very quick ranged skill is an effective way to knock it out of the sky. If you're too slow or too far away, your skill's projectile won't reach Gryndl before it spits the Fireball at you—the two projectiles will pass each other mid-air and you'll be hit while your own skill recovers!

Flappy 29



Threat Level ★★★★★★★★★★

Found in Greenglade Cave

Rewards for Defeating

76533 Exp | 7480 G | Supreme Sixth Censer x2

Stats	Lv.	Affinity					HP
	46		1633	1166	1633	388	388	182533
Elemental Resistances							
	40%	-40%	0%	0%	0%		
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify		
	50%	100%	50%	50%	50%		
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Fire	—					
Arts of War	Dynamism	Eagle-Eyedness	Untouchability				
Recommended Skills							
Leander	Water Balloon	Mind of the Magos					
Evan	Floodlight	Water Balloon					
Bracken	Infinite Ammo	Healing Hub					

Preparation

Sources of Water damage such as Water-imbued weapons will be very useful here. Considering Flappy's extremely high health, it's highly recommended that you get the Water Blast upgrade for either Leander or Evan (or both!) and bring as many Water Higgledies as you can so you can use these higher level spells as much as possible. Equip as much Fire resistance as you can, but don't sacrifice too much defense, as Flappy can hit hard with normal damage as well. Bracken can deal steady and respectable damage to Flappy when equipped with the Quickfire Ring from Red Chest A10 and the Drenched Iceberg Blaster from Puddley. Just be sure she is equipped with a Gutsy item, as getting hit during a charged shot by an unexpected dashing trample can deal much more damage than Bracken has health. If you have Poison or Sleep weapons, they can simplify this fight tremendously—if they aren't your most powerful options, equip them as secondaries so you can swap to them when you need them.

Strategy

Flappy is a stronger, much more powerful version of the Incineraptor, covered on P.216. The most dangerous differences between Flappy and the Incineraptor are its high physical damage and its extreme health. Flappy's rushdown stampede and flying dive attack deal serious damage, capable of killing more fragile characters in a single blow. Otherwise, all the regular strategies from the Main Story Incineraptor apply, it just takes a lot longer—Flappy's extreme health means even a well-geared fight can take 10 minutes or more. Bracken's Health Hub is very useful here, as is focusing on Higgledies that can heal, since the battle's duration will push your curative cap to the limit.

Flappy's Fire attacks aren't its most dangerous ones; your Fire Resistance can take care of them. Instead, you need to be especially careful of Flappy's dashing trample attacks and flying swoops. These attacks deal very high physical damage, and Flappy uses them a lot during this fight. They're both linear, so evading sideways repeatedly will get you clear. Be careful that you aren't accidentally standing too close if you're attacking Flappy from its rear; you may get hit due to the monster's increased size. If you brought a Sleep weapon and manage to apply Sleep, use your Zing gauge to knock Flappy down with a strong stun skill—dragons take a long time to get up after being knocked down, allowing you to pour on the damage!



Flappy will lower its head and crouch before performing its dashing trample; watch for this and run to immediately to either side!

30 Swellhorn

Threat Level ★★★★★★★★★★

Found in Evergroves, Wiggly Way

Rewards for Defeating
76533 Exp | 8230 G | Songbook No. 21

Stats	Lv.	Affinity						HP
	46		1361	777	1089	388	583	60128
Elemental Resistances								
	-30%		0%	30%		0%		0%
Status Resistances	Poison		Freeze	Sleep		Confuse		Petrify
	50%		50%	50%		50%		50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	50	100	140	200	240	300	340	

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	Sleep	—
Arts of War	Untouchability	Dynamism
Recommended Skills		
Evan	Cut and Thrust	Fireball
Tani	Hail of Arrows	Windwhirl



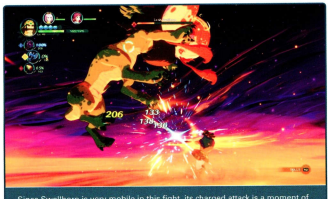
Preparation

Even though you can reach Swellhorn early, you won't be high enough level to take it on reasonably before Chapter 8 or 9. It doesn't give any powerful equipment as a reward, so there isn't a pressing reason to defeat it beforehand. Swellhorn's attack power is lethally high, so the Gutsy equipment skill will save you a lot of deaths. Load up on Fire damage as much as possible via Fire-imbued weapons or spells, upgrading them where possible. Focus your choice of armor on defense. It's highly evasive and mobile, so slower skills are more likely to miss. Swellhorn generally doesn't stay in one place for very long, so your chosen attacks need to start and finish quickly, or home in on the creature. Swellhorn's charged attack inflicts Sleep, and its tail can spit poison, so bring enough sleep-be-gones and venom-be-gones.

Strategy

Swellhorn shares its attacks with the manticore, covered on P491, but with a huge increase in damage and range due to its increased size. Swellhorn's frenzied leap attack can carry it across the entire arena and back again in a heartbeat. Its increased size makes it more difficult to avoid these leaps, so pay attention to the timing of the sound effect for each leap, since it's always the same. Once you've learnt it, you can time your evade in response to the audio cue to avoid the attack, even if you can't predict where it'll land. Avoid using skills that leave you standing still and time your use of fast skills carefully. Most of its other attacks can be avoided by running or evading sideways. Watch out for the poison spit after it finishes the Leap frenzy and use a venom-be-gone if you need it.

Swellhorn starts charging up for the first time once it reaches 80% health, after which it'll repeat its charge up at regular intervals. It has increased blast radius and damage compared to a manticore, but you can still easily run away from the attack. Save some MP for the first opportunity to break this attack and deal damage to it while it's dazed. Be frugal with MP while fighting; rely on melee attacks so you have enough spare MP to break it the second time. Be sure that your chosen skills can break through before committing to the third charge, as Swellhorn's charge break values ramp up quickly and you cannot block or evade through the explosion. Run away from subsequent charged attacks while conserving MP to lower the break value before making another attempt. When its HP get low and it starts another charged attack, launch an all-out offensive to break through and finish it off.



Since Swellhorn is very mobile in this fight, its charged attack is a moment of opportunity to deal high damage if you can manage to break through it.

Crystolith 31



Threat Level	★★★★★★☆☆☆☆
Found in	East Wood
Rewards for Defeating	78229 Exp, 7640 G, Savior's Tear x2

Stats	Lv.	Affinity						HP
	47		1388	1388	952	396	396	58448
Elemental Resistances								
	0%		0%	0%		-30%		40%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	50%		20%		50%	0%		50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	360	408	
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	Dark			—				
Arts of War	Dynamism			Untouchability				
Recommended Skills								
Evan	Sunrise			Cut and Thrust				
Tani	Burrowing Bolt			Windwhirl				

Preparation

Focus on Dark Resistance and make sure to have the "Gutsy" equipment skill on at least one party member. Pitchguard or Dingeguard Pendants, equipment skills on armor (consider defeating Gaialith for its reward), the Tactic Tweaker, and the pile o' pancakes food are all sources of Dark resistance. Bring your most powerful charge break Skills and enough sixth censers to use them when you need to, as this monster's charged attack is very fast. The upgraded version of Evan's Sunrise, Mornstar, is very powerful against this Tainted Monster, especially if you bring along Light Higgledies so you can repeatedly cast Mornstar even without a full Zing gauge. Consider getting the Blinding Ring from Red Chest B35 for its 25% Light Damage Bonus. For this fight, using sixth censers when you need them is a must; you won't have time to build MP with melee strikes when it starts charging up.

Strategy

Crystolith has the same moveset as a crystal crypt, but with a lot more reach and damage. It has a two-hit combo that ends with Crystolith gliding backwards while spitting out hovering orbs; you can avoid the first strike towards its back to make the second miss, then deal damage while it summons the orbs. These orbs will hover for a while then home in on your position. You can run sideways to make them miss at far range, but at close range this is a lot more difficult. You can cut out the guesswork by timing an evade through the incoming orbs, so you end up safely on the other side as they pass by. While you're doing this Crystolith will be peppering you with rapid punches and attempting to start another two-hit combo to summon more orbs, so you'll need to divide your attention between the immediate orb threats and what Crystolith is doing.

Chase the evasive Crystolith down with light attacks and Dash shots, while watching out for the dangerous spinning and dash attacks that it shares with the Mossy Monument. The spin can catch up to you due to its increased size, so evade backwards first to get some distance before you try running away and watch it carefully. If it gets too close you'll need to start evading continuously away from it.

Crystolith's most dangerous attack is its charge up area-of-effect explosion. This attack can steal your MP just like Leander's Siren's Circle ability, giving it to Crystolith. It also has high charge break values, finishes faster than most charged attacks you'll have seen up to now, and blocking doesn't reduce its damage. You'll need to stay at mid-range against Crystolith to avoid its orbs and make a snap decision between running away or attempting to interrupt its charged attack when you see it charging up.

After landing this attack enough times, Crystolith will go berserk and start firing off five orb volleys mixed in with vicious rocket punch combos. Stay as far away as you can and run sideways—as long as you're at long range, both the rocket punches and the orbs will miss. Be careful not to get boxed in by the arena. If you hit the invisible wall, make sure to evade the incoming attacks instead. Eventually its berserk state will wear off, leaving it exhausted. You can knock Crystolith down in this state with strong stun skills, so take the opportunity to pile on some damage. When Crystolith is close to death, consider using some of your remaining sixth censers to quickly fire off a barrage of ranged attacks or spells to finish it off!

32 Snotley

Threat Level ★★★★★★★★★★

Found in Ding Dong Well

Rewards for Defeating

79926 Exp **7800 G** **Great Sage's Secret**

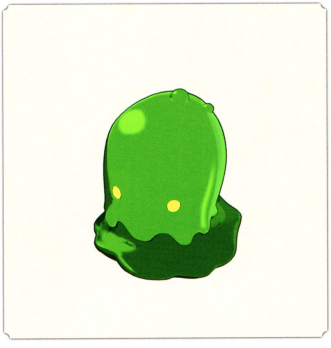
Stats	Lv.	Affinity					HP
	48		1415	1415	1415	606	433	17280
Elemental Resistances							
	0%	0%	0%	0%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	20%	20%	20%	20%	20%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	100	100	100	100	100	100	100

Recommended Tactic Tweaker Settings

Affinity		
Element & Status	—	—
Arts of War	Dynamism	Eagle-Eyedness

Recommended Skills

Evan	Fireball	Floodlight
Leander	Spark Spike	Mind of the Magos



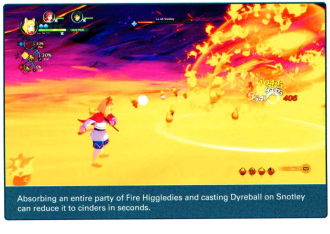
Preparation

Unlike most Tainted goos, Snotley has neither elemental resistance nor weakness. The spit attack deals Magic damage but is easy to avoid. Since all its weaknesses are zero, and its defense is extremely high, bring characters with powerful spells. Consider crafting the Spellcrafty Gemfire Wand from the Evermore Outfitters (see P.126), and using the Epic Giant's Tooth from Gryndl and Rocket Fuel Food from Broadleaf. This allows you to stay at long range and fire off 1MP basic spells with impunity. If your chosen spell is upgraded to level 10, try building up your Zing gauges to 100% on the monsters in the Rolling Hills before the fight. If you have enough Higgledies to bring a full party matching your chosen spell, a level 48 Evan equipped with the Spellcrafty Gemfire Wand and the Giant's Tooth is capable of clearing Snotley out of the sewers in under a minute, providing you enter the fight with full MP.

Strategy

Just like the other goos you've fought, Snotley comes equipped with a 360-degree melee attack it can use repeatedly to devastate a melee-focused strategy. It also uses a short-range leaping attack to close the gap, and a spit attack it can only use up to medium-range. It's possible to stay away from Snotley and wear it down with ranged attacks without ever coming close enough for it to hit you. When it starts summoning reinforcements at 50% health, resist the urge to try to kill them and keep focusing on Snotley; once he dies, so do his summons. Snotley's total health is low for this stage of the game, making this strategy a safe bet.

This strategy requires little preparation but can be slow going. If you've completed all the recommended preparations for this fight, try this faster strategy with a full MP Evan equipped with at least one weapon that has 100% Zing gauge. When the fight starts, immediately cast a 100% Zing gauge spell at Snotley, then charge up your spell, absorbing all the nearby Higgledies before you release it at Snotley. When that cast is finished the Higgledies will reappear nearby you, so charge your spell again to quickly reabsorb them, resulting in a devastating volley of enhanced Fireballs. Repeat this until you're out of MP, then all you need to do is clean what's left of Snotley up with dash shots—assuming you don't kill it outright!



Absorbing an entire party of Fire Higgledies and casting Dyreball on Snotley can reduce it to cinders in seconds.

Akhelios 33



Threat Level	★★★★★★☆☆☆☆
Found in	Hydropelago
Rewards for Defeating	88773 Exp, 8000 G, Wizard King's Secret

Stats	Lv.	Affinity						HP
	48		1213	1213	1213	404	288	83485
Elemental Resistances								
	0%	30%	-30%	0%	0%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	20%	100%	100%	100%	100%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	360	408	
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	Water	—						
Arts of War	Untouchability	Dynamism	Eagle-Eyedness					
Recommended Skills								
Leander	Spark Spike	Spark Shower						
Tani	Hail of Arrows	Windwhirl						

Preparation

Akheilos, encountered in Side Quest 109, spits out a high-damage Water Balloon, and uses Physical damage swipes of its head and tail. You'll need some Water resistance, but focus more on defense, because the swipes and slams hit hard. Akheilos's projectile hits multiple times, negating the Gutsy equipment skill's usefulness, so go with more powerful defense-improving items for that slot if you have any. Alternatively, equipping MP restoration shoes to a ranged character will allow you to adopt a long-range strategy, circling around the arena, making it easier to keep an eye on the secondary tail. Tani is a good choice for this, but the recommended skills are only a guide for this fight; any character with decent ranged skills can adopt this strategy.

Strategy

Akheilos is the Tainted Monster version of a fangfish, with all the same attacks. You can find full coverage of Cetus, the "master" fangfish, on P.234, but note that a regular fangfish lacks the seaweed explosives, the inner mouth, and doesn't go berserk when it reaches 40% health. It does, however, have a Tainted Monster's damage and larger size! You'll need to pay more attention to locating the tail during combat. If you plan to use melee attacks on the neck where fine targeting is unnecessary, consider not locking on so you can freely move the camera to check where the tail is and evade away from it. Be extra vigilant when Akheilos is underground; unlike a normal fangfish, its burrowing attack can easily kill.

Tani, when equipped with a strong bow, can deal consistent damage to Akheilos with Hail of Arrows and Burrowing Bolt. Adopt a movement-focused strategy, circling the arena while staying out of reach of the tail and unleashing melee attacks on the head quickly when you need MP. Leander requires a slightly more patient strategy; you'll need to pick your spell casts carefully since they recover slower, and you typically need to wait until after the Water Balloon, but you'll be rewarded with more damage per attack. Don't feel locked in to using these two if you don't wish to, though. As long as you focus on keeping aware of where the tail is at all times while circling around to avoid the head's attacks, you can kill this target with any character.



All the projectiles in Tani's charged Range Attack level 3 can hit Akheilos' neck.

34 Leolynx

Threat Level	★★★★★★★★★★
Found in	Rolling Hills
Rewards for Defeating	81624 Exp, 8120 G, Sovereign Soreaway x2

Stats	Lv.	Affinity					HP
	49		1401	824	1442	412	618	16969
Elemental Resistances							
	30%	-30%	0%	0%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	50%	100%	50%	70%	70%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	50	100	140	200	240	300	340
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Fire	—					
Arts of War	Untouchability	Dynamism					
Recommended Skills							
Tani	Burrowing Bolt	Windwhirl					
Evan	Water Balloon	Cut and Thrust					



Preparation

Appearing in Side Quest 132, Leolynx is an extremely mobile and evasive enemy. Bring plenty of sixth censers, as keeping up with it long enough to regenerate MP can be difficult. The Sickening Autumn Lily Wand is a very good way to apply Poison to Leolynx; a level 3 charged Range Attack with this wand almost guarantees a Poison application, greatly reducing the length of the fight. The mobility of this enemy means you won't always have the time to run in to use melee skills with high charge break values, so bring ranged charge break skills if you can. Focus on gaining as much Fire Resistance and defense as possible.

Strategy

Leolynx's basic close-range melee attacks are the same as those of a manticore, but the frenzied leaping attack is gone and Leolynx will instead crouch down before dashing forwards, trampling everything in its path. This attack can travel from one end of the arena to the other, but fortunately, it's extremely easy to avoid. The path of the trample is fixed as soon as Leolynx crouches down, so you can just run sideways as soon as you see it and have plenty of time to retaliate. Don't try to interrupt the trample, as the attack can hit you even when you're close to Leolynx's flank.

Leolynx's snake tail tosses out an arc of multiple fireballs after the trample finishes, so be wary of them as you chase it down. Sometimes Leolynx will throw out another set of fireballs with its hands as it spins around, so watch out for this. Either proactively chase it down by running alongside it as it tramples across the arena, or stay at long range on the other side of the arena, peppering it with dash shots. If you choose to chase it down, Leolynx can evade backwards away from you, so try to hold off and wait for it to use another attack before you deal damage.

Leolynx will begin charging up after it reaches 20% health, and will do so again regularly after that. When the Charge finishes, Leolynx will gain a Fire damage buff that changes some of its attacks and adds a second Fire hit to each hit of its swiping attack—this negates the Gutsy equipment skill, so if you've been relying on that, you'll need to be extra vigilant when Leolynx is in this powered-up mode. The four-slash rush-down attack becomes an eight-slash rush-down attack, allowing Leolynx to chase you across the arena—at close range, time your evade through the arm it slashes at you with. Prepare a second evade just in case the next slash hits you. If you get hit by any of them and survive, time the next evade to pass through the correct arm. Alternatively, immediately get as far away as you can and keep circling around the outside of the arena away from it to remain safe.

If you break through this charged attack, Leolynx will immediately begin another one after it has recovered from the dazed state. Evan and Tani, if equipped with Cut and Thrust or Windwhirl, can build up the MP required to use another one during Leolynx's dazed state with light attacks. You can do this up to three times before Leolynx's charge break values get too high. This can allow you to deal immense damage to Leolynx, shortening this fight significantly.

Tusker 35



Threat Level	★★★★★★☆☆☆☆
Found in	Dampshoe Cave
Rewards for Defeating	81624 Exp, 8760 G, Freezing Fish Fork

Stats	Lv.	Affinity						HP
	49		1236	1236	1236	535	294	50660
Elemental Resistances								
	10%		0%	-30%		0%		0%
Status Resistances	Poison		Freeze	Sleep		Confuse		Petrify
	50%		50%	50%		50%		50%
Charge Break Values	Lv. 1		Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72		120	168	240	288	360	408
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	—			—				
Arts of War	Untouchability			Dynamism			Brutality	
Recommended Skills								
Leander	Spark Spike			Mind of the Magos				
Tani	Windwhirl			Hail of Arrows				

Preparation

Tusker has high defense and can take quite a beating. Despite having 50% Poison resistance, you can still Poison this monster without too much trouble if you use a ranged attack that can deal multiple hits, or equip a Poison bow on Tani and use Hail of Arrows. Focus on defense, as it can hit hard with long-range sweeping attacks. The Gutsy equipment skill is very useful; Tusker has several high damage attacks that can outright kill characters with low maximum health.

Strategy

Many of Tusker's melee attacks have surprising range, but it only has one attack that can reach you if you determinedly run away from it all the time. This attack can be exploited to knock it down, making it possible to defeat Tusker as soon as you have the attack rating to deal enough damage to it, as long as you have the patience and are careful not to get trapped by its charged attack. The attack Tusker can reach you with starts with it running at you with its sword in the air. When it gets close, it'll leap up and strike the ground. If you keep running sideways as it runs at you, then this attack will always miss. Once you get used to the timing of the sword safely hitting the ground you can turn back and hit it to knock it down with heavy attacks. Deal damage while it's down to build up MP then run away again as it gets up. Characters with a Poison ranged weapon will eventually apply Poison to Tusker despite its Poison resistance.

As long as you continuously keep your distance by running sideways, Tusker will only use the running attack, a linear dashing shield bash that works the same as Boarcher's, or its charged attack. The charged attack is short-range, so you can simply run away from it and use the opportunity for a charged ranged attack or dash shots. Be careful you don't get trapped by the edge of the arena, and make sure to move around the circle if Tusker starts this attack slightly too far off center. If you have a Poison melee weapon you'll have a chance to apply it when Tusker attempts the running leap attack. Once Tusker has used the charged attack three times you can break it with as little as four light attacks, so take the opportunity for some easy damage and MP build-up before you resume circling.



Hit Tusker in the back after avoiding its leap attack to knock it down.

36 Twygg

Threat Level ★★★★★★☆☆☆☆

Found in Wyvern's Den

Rewards for Defeating

85026 Exp 8290 G Phoenix Tear

Stats	Lv.	Affinity					HP
	51		2545	1497	2545	427	513	34200
Elemental Resistances							
	0%	0%	20%	-60%	30%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	100%	40%	40%	-50%	40%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	21	35	49	70	84	105	119
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Dark	—					
Arts of War	Dynamism	Untouchability					
Recommended Skills							
Evan	Sunrise	Floodlight					
Batu	Cannon Shot	Strongman Stance					



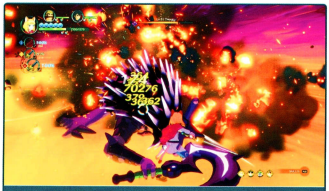
Preparation

Equip multiple sources of Dark resistance and focus on defense. *Reduce Damage* equipment skills are useful since Twygg can deal a lot of Dark and Physical damage. Light-imbued weapons and spells are the best way to deal damage, especially with Sunrise paired with four Light Higgledies to power it up. Twygg is weak against Confuse, so crafting a Confuse weapon can give you some breathing room, especially combined with a Ring of Spite. This monster can cause Nyx, so bring some hush-be-gones.

Strategy

Twygg has the same close-range melee attacks as the wyvern warlord covered on P.186, but they deal lot more damage. It has a spit attack just like Tainted Monster 28, Gryndl—after a short charge-up it spits out a Dark fireball attack that can be avoided by running sideways. This charged attack has low charge break values, but its sheer speed makes attempting to break it a risky proposition. Once Twygg finishes charging up it will ignore whatever attack you are trying to do, resulting in trading blows with the monster.

It's a safer bet to just avoid it by running in circles until it reaches a low charge break value—then you can break it with fast Light attacks or even rapid-fire ranged attacks. Twygg can also take to the sky and begin the charge-up there. A ranged strong stun skill, such as Batu's Cannon Shot or Roland's Heavy Ammo, can knock it down. Otherwise it will mix up diving attacks and its charged attack until it either lands or gets knocked down.



Whenever you daze Twygg, make sure to deal as much damage as possible.



When Twygg is charging up mid-air, Batu's Cannon Shot can knock it down.

Doombo 37



Threat Level	★★★★★★★★★★
Found in	Shivery Shrine
Rewards for Defeating	86730 Exp, 10420 G, Venomous Blackwing Bow

Stats	Lv.	Affinity						HP
	52		1829	1306	2221	653	544	46400
Elemental Resistances								
	0%		0%	0%		-40%		20%
Status Resistances	Poison		Freeze	Sleep		Confuse		Petrify
	60%		20%	-40%		20%		20%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	100	100	100	100	100	100	100	
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	Dark		—					
Arts of War	Dynamism		Untouchability			Eagle-Eyedness		
Recommended Skills								
Evan	Sunrise		Astra					
Bracken	Infinite Ammo		Reflector Drones					

Preparation

Doombo's attack and defense strength are as high for its level as any other goo, so set up your characters for a purely ranged battle. Focus on Light-imbued weapons and spells. Dark resistance will help against its ranged spit but it can also use Nix, so either sacrifice some Dark for Nix or pack a few hush-be-gones. Doombo's Light weakness makes Evan a very strong choice, especially when equipped with the Epic Giant's Tooth from Gryndl, a Spellcrafty Gemfire Wand, four Higgledies, and a level 10 Sunrise. The general strategy for using Higgledies to quickly boost your spells is covered in Snotley's strategy. Boost your Zing gauges to 100% on the enemies just prior to Doombo. You aren't locked into using Evan though; any character with a strong ranged weapon can pepper Doombo to death at long-range with dash shots and charged shots, it just takes a little bit longer.

Strategy

Doombo lacks the leap attack of other goos, but otherwise has the same attacks you've seen before. It has a 360-degree area-of-effect melee attack that is very hard to react to, and a spit attack it can only use when you're close. The spit attack is extremely linear and can be avoided by simply running sideways. The first attack has very short recovery, so engaging Doombo in melee range is very dangerous. It also has a melee attack-nullifying shield that it can activate almost instantly. This functions as a kind of charged attack, in that it has charged break values and can be broken, but its speed makes this difficult to achieve. Occasionally it will attempt to do this when you're casting a skill, and you'll end up Dazing it—be sure to capitalize on this.

The main strategy for Doombo is to stay at long range and whittle it down with repeated charged shots. Use sideways dash shots to circle around the arena whenever it gets close. When it reaches 50% health, it will summon clones that can block your shots—continue focusing on Doombo, because when the original dies, they all die. Bracken and Roland can use their piercing charged shots to cut through these defenders, while other characters will need to start using more sideways dash shots to reach the right angle. As long as you stay patient and resist the temptation to take the fight to Doombo you can claim this bounty with ease.



Doombo's slow movement makes it a perfect target for Evan's Astra.

38 Dahlia

Threat Level ★★★★★★★★★★

Found in Nazcaä

Rewards for Defeating

63029 Exp 5170 G **Fiery Spiteful Staff**

Stats	Lv.	Affinity					HP
	53		782	1329	1595	368	664	27159
Elemental Resistances							
	0%		0%	0%	-40%	20%	
Status Resistances	Poison		Freeze	Sleep	Confuse	Petrify	
	60%		20%	20%	20%	20%	
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Dark	—	
Arts of War	Dynamism	Untouchability	Brutality

Recommended Skills			
Evan	Sunrise	Floodlight	
Tani	Burrowing Bolt	Hail of Arrows	



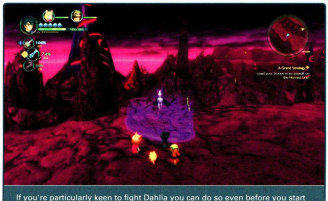
Preparation

To find this enemy you have to advance the Main Story to Chapter 9-4 and head back out of the Horned One. Go down the stairs and turn right, and you'll see Dahlia at the end of the path. Dahlia is the last of the fairy Tainted Monsters and both its attacks deal Dark damage, so stack Dark resistance as high as you can. It can also inflict Nix, so pack some hush-be-gones. Both the Knockout Prism Spear from Tainted Monster 43 and the Freezing Fish Fork from Tainted Monster 35 are powerful against Dahlia.

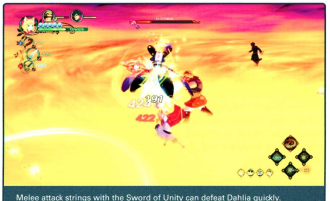
Strategy

Just like the other fairy Tainted Monsters, Dahlia has two attacks that that require enhanced skills to interrupt. The first is a Dark projectile, signaled by Dahlia raising its hands into the air then holding them out in front of its body. It's very linear and can be avoided by running sideways, even when you're quite close! The second attack is a dashing attack that also deals Dark damage—you can tell when this attack is about to come out as Dahlia will perform a long backflip beforehand. The dash travels forward surprisingly quickly, and Dahlia can hit you with its entire body as it travels forward, so running sideways won't always work if you are too close; Evade sideways when you see the backflip.

The key to this fight is to constantly circle Dahlia a single evade's distance away and wait for it to use an attack. You then have a short window to dash attack in and hit it with a combo to build MP or attempt to apply status ailments. If you brought along the ailment-applying spears mentioned in preparation, use Dash Ⓐ, Ⓐ, Ⓐ for Tani and Dash Ⓡ, Ⓐ, Ⓐ for Leander. Leander's Dash Ⓐ is a powerful attack to use if you only have a short amount of time to land a hit, such as after Dahlia uses its flying dash. Combining the debilitation of status ailments with 100% Zing gauge knockdowns can allow you to control the fight.



If you're particularly keen to fight Dahlia you can do so even before you start the Horned One Skirmish Battle!



Melee attack strings with the Sword of Unity can defeat Dahlia quickly.

Grimbaba 39



Threat Level	★★★★★★★★★★
Found in	Rolling Hills
Rewards for Defeating	90141 Exp 10820 G Steelpounder

Stats	Lv.	Affinity						HP
	54		1894	1353	1353	375	451	41142
Elemental Resistances								
	-30		0%	0%	0%	0%		0%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	30%		30%		30%	30%		20%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	—	—	
Arts of War	Dynamism	Eagled-Eyedness	Brutality
Recommended Skills			
Batu	Strongman Stance	Tooth Rattler	
Roland	Circular Sword	Heavy Ammo	

Preparation

Grimbaba can deal serious damage, so the Gutsy equipment skill is powerful here. Bring plenty of consumables in case you take a hit, as almost every attack Grimbaba uses will leave you with 1HP when wearing a piece of equipment with the Gutsy skill. Fire-imbued weapons and spells are powerful against this enemy as long as you're careful about when you cast them—Fire Pillar isn't recommended though, as it doesn't always knock Grimbaba down and can hide its animations from you.

Strategy

Grimbaba shares the same basic moveset as Tainted Monster 08, Whammity, with the addition of a new leaping attack that can cover the entire arena. This leap is signaled by Grimbaba thrusting its spiked mace into the air twice. The leap can cross any distance and it isn't always possible to avoid it by running sideways, so a well-timed evade is needed—and the timing changes based on distance! Fortunately, there's an easy way around it by managing the distance between you and Grimbaba. If you're circling Grimbaba at close-range as it leaps, it will fly straight past you and land behind you, missing completely. You can then dash shot or dash attack to knock it down as it tugs its club out of the ground—be quick, though, as the window of opportunity doesn't last long. If you're using Evan or Bracken, this is a good time to cast a Fireball!

Sometimes Grimbaba will try to leap backwards away from you after it has given the double thrust signal, but all you have to do is run after it while moving slightly to the side. Never stand directly in front of Grimbaba face-to-face, or the leap will go straight up and land on you; always be circling around to its back. The signal for this attack is long, so a simple strategy is to stay at mid-range and run away whenever it approaches you, so its close-range attacks miss, then hit it a couple of times while it is recovering, before moving away again. When it starts to signal the leap, move as close to it as you can and circle it in either direction. Stay away from the edges of the arena and your other party members, though; you need to be actively moving sideways for its leap attack to miss, and it can use the straight up and down version if a party member is facing it while it's targeting them—if you are too close you'll get hit too!



Grimbaba is capable of leaping across the entire arena at you. If you see it suddenly vanish into the sky at long range, evade immediately!

40 Toxina

Threat Level ★★★★★★★★★★

Found in Eider Downs

Rewards for Defeating

93560 Exp **11220 G** **Wild Attire**

Stats	Lv.	Affinity					HP
	56		1632	1632	1632	466	699	69102
Elemental Resistances							
	0%	0%	0%	-30%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	100%	40%	40%	40%	60%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	36	60	84	120	144	180	204
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Poison	—					
Arts of War	Untouchability	Dynamism					
Recommended Skills							
Leander	Gorgon's Needle	Titan's Javelin					
Tani	Windwhirl	Hail of Arrows					



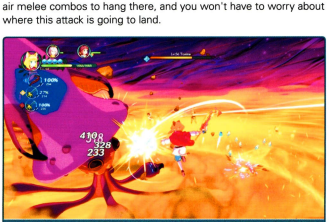
Preparation

Get your defense and Magic defense as high as you can for Toxina, as none of its damage is elemental. It's weak against Light, so characters with Light-based abilities and spells combined with Light Higgledies work well here. You can try to time your spell casts and Higgledy-absorption well, but it's better to rely on having 100% Zing gauge. Its charged attack explosion deals Magic damage, and can apply Poison, so pack some poison-be-gones. Killing Tainted Monster 43, Charmigan, first to get the Knockout Prism Spear can be very useful in this fight. The Gutsy equipment skill will help prevent instant death from Toxina's more damaging attacks. Leander and Tani have the best evades for avoiding this putrid jelly's more mobile attacks, with Batu and Bracken being the easiest for Toxina to catch and damage.

Strategy

Toxina has the same attacks as the Jelly Queen boss from the Main Story, covered on P.224, but it can't use the beam attack. Instead, Toxina will repeatedly use its tentacle tantrum, dashing glide attack, and stomps, intermixed with Charges, for the entire fight, leaving you with few openings to attack. You'll have to continuously evade away from its gliding attacks and jumping attacks while managing its charge break values to break through its charged attacks. If you overcommit, you can block the charged attack (you can even Perfect block if you have the nerves), but it will Poison you, so quickly take a poison-be-gone.

One of the most dangerous things Toxina can do is the trample attack. Not because of the attack itself, but because it has a high chance of launching into the dashing glide afterwards that covers a lot of distance and is hard to avoid. When you see the tentacle slams, immediately start evading as far away as you can, then after you've gained some distance, begin evading to your right, angled away from the monster as it travels towards you, to ensure it cannot turn and track you during the glide. The leaping stomp carries Toxina above you, out of your line of sight. Jump into the air and perform air melee combos to hang there, and you won't have to worry about where this attack is going to land.



The stomp attack cannot hit you on the way down, even if Toxina's body connects with your characters mid-air, so you can freely jump towards where it is going to land and punish it with some air light attacks.

BL-Ammo 41



Threat Level	★★★★★★★★★★
Found in	Sequoia Valley
Rewards for Defeating	95271 Exp, 11420 G, Bright Frontier Flintlock

Stats	Lv.	Affinity						HP
	57		1185	1185	948	569	338	84342
Elemental Resistances		0%		10%	-30%		10%	10%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	100%		40%		100%	100%		100%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	63	105	147	210	252	315	357	

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Light	—	
Arts of War	Dynamism	Untouchability	Brutality
Recommended Skills			
Leander	Spark Spike	Gorgon's Needle	
Tani	Spark Spike	Windwhirl	

Preparation

Get your defense as high as you can for this enemy, and make sure to stack Light resistance, as the charged attack and its longer-range laser sword attacks deal Light damage. Enough Light resistance will heavily reduce the threat of these attacks. Characters with high Wind damage are valuable here; bring Wind Higgledies with plenty of followers so you can power up your Wind spells to break its charged attack. The Freezing Fish Fork from Tainted Monster 35, Tusker, can give you some breathing room, but is difficult to apply reliably.

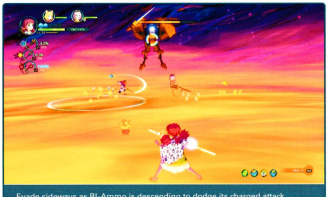
Strategy

BL-Ammo is an improved version of the BL-Aster bot you'll have encountered in Sequoia Valley and the Factory Floors. It now comes with enhanced range, damage, and the ability to fire blast waves from its sword just like the BL-Iterator you fought during Chapter 6. This enemy doesn't have the spinning attack that throws out multiple blast waves. It only uses the blast wave on some of its sword swings, and they are slow to start, with an exaggerated swing, so evade when you see it wind up for a big hit.

Other than the extra blast wave, fighting this enemy is similar to fighting a BL-Aster bot. When it transforms into a ball, run sideways and spiral inwards on it, watching it carefully to see if it has stopped, since it can do up to three rushes. If it doesn't start another rolling ball rush then you can use a dash attack to knock it down. This enemy doesn't require any health to be lost before it starts to charge up its beam, but the way to avoid it is the same; after it finishes Charging, it hops up and turns around in mid-air to reposition itself, then fires the beam as soon as it lands. Evade sideways as it's coming down to successfully avoid this attack.



BL-Ammo can throw out beams of light from its sword just like BL-Itzer; be sure to evade through them.



Evade sideways as BL-Ammo is descending to dodge its charged attack.

42 Boarzerker

Threat Level ★★★★★★★★★★

Found in Tumbledown Shrine

Rewards for Defeating
96984 Exp 2720 G Super-Safe Warlord's Armor

Stats	Lv.	Affinity					HP
	58		2361	1687	1687	723	344	85763

Elemental Resistances					
	0%	0%	0%	-30%	10%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	50%	50%	50%	50%	50%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408

Recommended Tactic Tweaker Settings

Affinity		
Element & Status	—	—
Arts of War	Untouchability	Durability	Dynamism

Recommended Skills

Evan	Sunrise	Astra
Tani	Bird's-Eye Bolt	Hail of Arrows



Preparation

The Gutsy equipment skill is incredibly helpful for this fight. Useful ranged weapons include the Venomous Blackwing Bow from TM 37, the Bright Frontier Flintlock from TM 41 and the Sickening Autumn Lily Wand, or a Spellcrafty Gemfire Wand for spells. Light-imbued weapons and spells are strong here; Evan can deal high damage with his Light spells, but any fully-upgraded non-Dark spell will do the job. Bring Light Higgledies to boost Sunrise and buy some Rocket Fuel to get more out of your sixth censers. If you have sixth censers to spare, don't skimp on them when you see a chance to deal heavy damage.

Strategy

Boarzerker lacks attacks from previous porcs, but it still uses Boarcher's melee-range combo attacks and the linear, dashing shield-bash that both previous monsters share; this can be avoided by running sideways. Boarzerker's real threat is its dashing shield-bash: this can follow you if you run sideways, and it ends with a long-range stab that doubles the attack's range. You can be hit at any point in this animation, so you'll need to choose between evading or blocking based on how far Boarzerker is from you when it starts the attack.

Use a long-range strategy, continuously running and evading away, circling to your right, and whittling it down with long-range dash shots or spells. If Boarcher gets too close, keep circling around the arena away from it, evading continuously if it gets within close range. Run away from its charged attack until it's used it a few times; the distance you're keeping from Boarzerker will make it difficult to get over to it to use the stronger charge break skills. When you do break it, use some sixth censers and hit it with dash shots or ranged skills, so you aren't too close to it when it gets up. Don't recklessly combo Boarzerker—it can kill you instantly if you get caught in its combos.



Boarzerker starts the shield bash to stab by running at you with its shield held up and the spear at the ready. If it starts this at close range you need to block or it will follow you and run you over, dealing heavy damage.



At the end of the shield bash, Boarzerker will suddenly thrust its spear outwards! This stab has huge range and will still turn to follow you if you evade early, so you'll need to learn its timing.

Charmigan 43



Threat Level	★★★★★★★★★★
Found in	Sunshade Shrine
Rewards for Defeating	98669 Exp, 12000 G, Knockout Prism Spear

Stats	Lv.	Affinity					HP
	59		1224	1224	1469	407	489	31122
Elemental Resistances							
	10%	-40%	0%	30%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	40%	20%	40%	40%	40%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Fire	—	
Arts of War	Dynamism	Brutality	Untouchability

Recommended Skills			
Batu	Cannon Shot	Timber Shiverer	
Bracken	Health Hub	—	

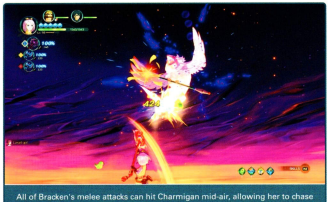
Preparation

Charmigan is a level 59 Tainted Monster that is well worth defeating early, since it rewards you with a powerful Spear that inflicts Sleep, and Charmigan itself isn't that much of a threat. Bring your most damaging characters with good stun skills, or alternatively, bring either Bracken or Batu with your best weapon for each. Stack Fire resistance, as Charmigan's most damaging attack is a Fireball spell. Both Bracken and Batu can hit Charmigan while it's in the air with their heavy attacks, so bringing both of them to the fight can end it quickly.

Strategy

Charmigan has three basic abilities. None of them can hit you if you are directly underneath it, and one of them does nothing but suck up Higgledies. The Higgledy vacuum is signified by a glowing white light. If you see this light, Charmigan will be flapping around the arena attempting to absorb your Higgledies, so make sure to hit it with a strong stun skill, such as Batu's enhanced Cannon Shot, to knock it to the ground and cancel the attack. It can also fly around, stop, and throw feather darts down at the ground. These deal low damage but will knock down anyone attempting to jump up to hit Charmigan. The last attack is a Fireball; it's signaled by a similar effect to a charged attack, but it isn't one and cannot be broken.

Batu and Bracken both have reliable attack strings for hitting Charmigan mid-air. For Batu, Dash Ⓐ, Ⓐ, Ⓐ, Ⓐ will hit Charmigan on all but the last hit, dealing high damage. Batu's Timber Shiverer can also hit Charmigan mid-air; with 100% Zing gauge this attack is a guaranteed knockdown if it connects with this Tainted Monster! Almost all of Bracken's hammer moveset can hit Charmigan mid-air, including the combo listed for Batu, but one particularly good combo for Bracken that covers distance, builds MP, and has strong final blows is Dash Ⓐ, Ⓐ, Ⓐ, Ⓐ, Ⓐ, Ⓐ. With both characters combined hitting Charmigan and full Fire Resistance, you can take this target down even when it's a few levels higher than you.



All of Bracken's melee attacks can hit Charmigan mid-air, allowing her to chase it down and kill it quickly.

44 Sporespew

Threat Level ★★★★★★★★★★

Found in Shabby Shrine

Rewards for Defeating
103853 Exp 13750 G Wizard Costume

Stats	Lv.	Affinity					HP
	62		2052	2052	2052	513	769	46628
Elemental Resistances							
	0%	0%	0%	-40%	40%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	100%	20%	40%	40%	40%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—
Recommended Tactic Tweaker Settings					
Affinity					
Element & Status	Poison		—		
Arts of War	Dynamism		Brutality		Untouchability
Recommended Skills					
Leander	Titan's Javelin		Gorgon's Needle		
Evan	Sunrise		Astra		



Preparation

This is a long fight, so either aim to deal the highest possible damage within the shortest time you can, or prepare several characters with Freeze, Sleep, and Confuse Weapons (see P45 in the Advanced Combat Guide for a run-down on status ailments and the best ways to apply them). The Freezing Fish Fork from TM 35 is easily acquired; equip your other party members with Freeze weapons as well.

Tani or Leander can re-apply status ailments with their multiple-hit attacks. Regardless of which character you've chosen (or if another character is equipped with a weapon capable of inflicting these ailments), the following gear or items will increase your chances of inflicting status ailments: The Ring of Spite, the centaur's blood food buff, and any gear with equipment skills that improve your ability to apply the relevant status ailment. Pack some venom-be-gones, since its spore attacks can apply Poison.



Killing the correct Spore once will break it, so you'll be able to spot the real one the next time Sporespew digs underground!

Strategy

Sporespew is a glumshroom, a variant of a mumshroom that appears in Nazcaä if you return there after Chapter 9-3. This enemy has the same attacks as the mumshroom, such as a charge-up gas attack that applies a de-buff that can reduce your damage, the ability to summon sporcinos, and the spore effect, which can now also inflict Poison.

It also has a new ability: it will dig underground, so it can't be targeted, and then several Spores will appear. The real Sporespew is under a randomly-chosen Spore. To bring it back up, you need to kill that Spore. If you fail to kill the right one in time, Sporespew will appear above ground again and heal itself for 18184 HP! If you aren't using status ailments, you'll need to use damaging skills with an extremely wide area-of-effect, such as Astra, and pick the right target so that as many of them are hit as possible.



Using status ailments such as Freeze can allow you to deal big damage to Sporespew to finish it quickly.

Zapple 45



Threat Level	★★★★★★★★★★
Found in	Ice House
Rewards for Defeating	107297 Exp 12900 G Pig-Higgy Flutterby Staff

Stats	Lv.	Affinity					HP
	63		1302	1302	2187	433	624	39428
Elemental Resistances							
	0%	0%	0%	-30%	0%		
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify		
	30%	30%	30%	30%	20%		
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Wind	—	
Arts of War	Dynamism	Brutality	Untouchability
Recommended Skills			
Roland	Circular Sword	Executive Order	
Batu	Tooth Rattler	Timber Shiverer	

Preparation

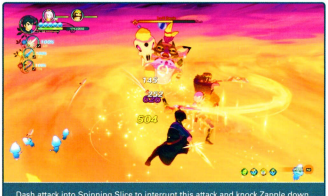
Zapple can be fought extremely early, as soon as you can deal effective damage to it, so consider taking it on when your attack rating reaches 270 or higher. Zapple's sole attack is a Wind spell, so stacking Wind resistance will reduce its damage heavily. If you are fighting it early, characters with a lot of health, such as Batu or Roland, can let you make a mistake and still survive, but if you are comfortable with your ability to avoid its attack then you can use any character.

Strategy

Zapple is just like Tainted Monster 24, Dampo, in that it only has a single attack. After a short spell-casting effect it will fire off a linear Spark Spike spell that can be avoided by simply running sideways. The "charging" animation looks similar to a charging up animation, but it isn't a real charged attack and cannot be interrupted with charge break attacks. Run in circles around Zapple until it finishes charging, then hit it with light attacks or a fast skill. Make sure not to circle it too closely, as Zapple's Wind attack has a small blast radius, so if it hits your party members, it hits you as well. Keep your distance from your party members while you circle it. When Zapple is jogging from place to place, a Spinning Strike can knock it down. Once you build up 100% Zing gauge, any skills with strong stun can break Zapple out of its attacks.



When you see this effect, Zapple is charging its Wind spell.



Dash attack into Spinning Slice to interrupt this attack and knock Zapple down.

46 Snickersnarl

Threat Level ★★★★★★★★★★

Found in Jack Frost's Playground

Rewards for Defeating

107297 Exp 12900 G One-And-All-Be-Gone

Stats	Lv.	Affinity						HP
	64		2220	1585	1585	528	528	32142
Elemental Resistances								
	-20%		30%	0%		0%		0%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	30%		100%		30%	30%		30%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Water	—	
Arts of War	Untouchability	Dynamism	Durability

Recommended Skills			
Tani	Hail of Arrows	Burrowing Bolt	
Leander	Gorgon's Needle	Titan's Javelin	



Preparation

Snickersnarl's projectile looks like a Water attack, but it actually deals pure Magic damage, so you'll need to focus on both Physical defense and Water defense. The Super-Safe Warlord Armor from Tainted Monster 42 has the Greater Damage Reduction equipment skill, making it quite valuable. This enemy is incredibly evasive but its defenses and health aren't overwhelming, so setting up a powerful ranged build and using plenty of sixth censers to deliver devastating sustained damage will finish Snickernsarl quickly. Aspear with MP Reduction to Abilities for either Tani or Leander is valuable here. The Daffodil Bow and the Knockout Prism Spear from Tainted Monster 43 are useful for applying Sleep to this enemy, but you can also use Poison and Confuse against it.

Tani is uniquely capable of annihilating this enemy if you are willing to use sixth censers and have the recommended equipment. Repeatedly using her Hail of Arrows will deal heavy damage to Snickersnarl, along with a chance to apply whatever status ailment is on her bow at the time, often allowing you to re-apply the ailment. Tani's smaller body often causes Snickersnarl's projectile to miss at close range, and repeated evades with her are more reliable at avoiding its melee attacks. Other characters with powerful ranged attacks can also use sixth censers to damage Snickersnarl this way, such as Leander's Titan's Javelin, but their slower speed requires better timing. Gorgon's Needle is particularly good at knocking Snickersnarl down anywhere in the arena, as is Roland's Heavy Ammo and Batu's Cannon Shot.

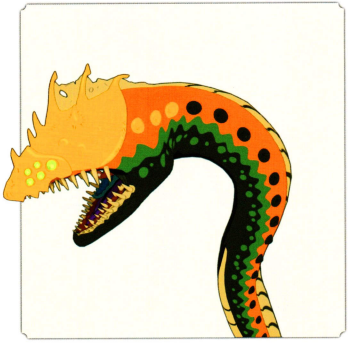
Strategy

Snickersnarl has the same leaping attack and double bite melee combo as its fellow hedgehound Quilla. They're impossible to run away from and need to be blocked or pre-emptively evaded. Fortunately, it rarely uses these moves, instead preferring to rely on its new ranged attack. Snickersnarl will leap backwards and spit out a very fast Water-damage projectile. It can be knocked down with strong stun skills whenever it stands still for a while after using this attack; try to hit it with a ranged strong stun skill when this happens then close in for some damage. Be careful of its leaping attack and heal up if you get hit. Snickersnarl will sometimes react to incoming attacks by leaping back and immediately retaliating with a spit attack, so don't overcommit when closing in to ensure you can evade this.



Be prepared to evade whenever Snickersnarl leaps backwards to avoid its extremely fast ice projectile.

Sindulata 47



Threat Level	★★★★★★★★★★
Found in	Drylands
Rewards for Defeating	121102 Exp, 14410 G, Radiant Hearty Pendant

Stats	Lv.	Affinity						HP
	65		2145	1608	1608	536	382	111657
Elemental Resistances								
	20%	-40%	20%	0%	0%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	20%	100%	100%	100%	100%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	—	—	
Arts of War	Dynamism	Untouchability	Brutality
Recommended Skills			
Leander	Water Balloon	Water Pistol	
Tani	Hail of Arrows	Burrowing Bolt	

Preparation

Sindulata can deal high damage with some of its attacks, and its projectile is non-elemental. This means that Magic defense and the Reduce Damage equipment skill are your only defenses against it, so consider defeating Tainted Monster 42 first. Water-imbued weapons are strong against this enemy but don't sacrifice too much damage for them or feel locked into using it; as long as you aren't using Fire you will deal acceptable damage. Its Poison resistance is relatively low, and it has no Dark resistance, so the Venomous Blackwing Bow from TM 37 will shorten this fight considerably. A crafted Fish Fork from the Evermore Weapon Workshop will greatly improve Leander's offensive capability against this enemy, while Evan will benefit from the Epic Giant's Tooth from Tainted Monster 28, Gryndl.

Strategy

Sindulata is a Tropical Fangish, and has similar attacks to Cetus from the Main Story, covered on P.234, minus the seaweed bombs and extra head. It primarily attacks by burrowing underground and rising up somewhere in the arena—watch for the dust rising from the ground and evade out of the area. From long range it will spit a Magic-damage stone projectile at you, which you can avoid by running sideways. Spiraling in on this enemy by running in a circular fashion after it has come up can allow you to close the gap without getting hit by this attack, but watch out for its headbutt slam. Sindulata can also attack with its tail, which can come up anywhere in the arena and perform several attacks. It's also signified by dust on the ground, so keep moving. If you have trouble keeping an eye on it, a character with a fast evade such as Tani or Leander are ideal, as you can replace running with evading continuously to make it less likely you will be caught unexpectedly.

Using spells against this enemy type is more difficult than fast-recovering skills, since it can punish a spell from anywhere in the arena with its spit attack or tail attacks. It's safer to cast within melee range of the head, particularly with Water Pistol. Watch for where the tail is by moving the camera—if it pops up near you, move to the other side of Sindulata's neck out of range, then quickly lock on to Sindulata and cast your spell. If your Higgledies are nearby you can try to utilize them, but Sindulata is just as likely to suddenly disappear under ground, so it's better to just cast it since you'll have plenty of chances to build up MP on its neck. Resist the urge to cast your spells at long range, even if it looks safe, and when it's nearly dead use dash shots to stay mobile while you finish it off.



Move the camera to check the tail's location, then quickly cast Water Pistol at point blank frange rom a safe position to deal heavy damage.

48 The Starless Knight

Threat Level ★★★★★★★★★★

Found in Bleachbone Shrine

Rewards for Defeating
110748 Exp **13300** G **Songbook No. 22**

Stats	Lv.	Affinity					HP
	66		2666	1904	1904	652	652	69942
Elemental Resistances							
	0%	0%	0%	-20%	40%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	30%	30%	30%	30%	30%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	—		—				
Arts of War	Untouchability		Durability		Dynamism		
Recommended Skills							
Evan	Sunrise		Astra				
Leander	Titan's Javelin		Gorgon's Needle				



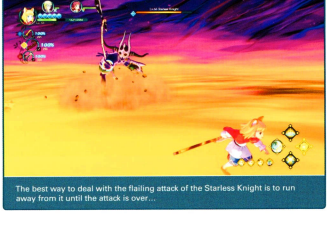
Preparation

This Tainted Monster is fought during Side Quest 161. The Starless Knight has an extremely damaging combo attack that, if it catches you, will certainly kill. Only characters with very high health pools and defense stand a chance of surviving it without healing in between hits. Bring plenty of consumables and focus on defense, since blocking is a powerful way to knock this enemy off balance. The Venomous Blackwing Bow, knockdown-capable Prism Spear, and Freezing Fish Fork are all useful here.

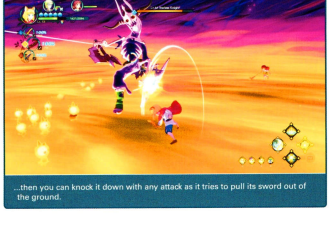
Strategy

The Starless Knight has all the same attacks as a skelepaladin. The only difference between The Starless Knight and Mortimer, covered on P.509, is the addition of a flailing rush-down attack that it will use after the running overhead slam attack (regardless of whether or not you block and counter the slam attack). This attack is capable of killing almost any character from full health, as it's inescapable if you are deeply caught in it, due each hit applying strong stagger. If you get caught in it, the second-to-last hit is a full-damage blow, so the only way to survive is to pause and heal up before that hit lands. If you manage to live through that blow, the final attack can be evaded.

If you're too close when it starts, evade continuously away from it. You may take a couple of hits, but as long as you keep evading you should get clear—it's still possible to get caught, however, so it's better to get clear early. Remember to heal up since you'll be taking damage while blocking Starless Knight's running slam. Status ailments can be applied relatively easily in this fight, since it is possible to knock down the Starless Knight twice in each attack cycle, which gives you plenty of chances to apply them.



The best way to deal with the flailing attack of the Starless Knight is to run away from it until the attack is over...



...then you can knock it down with any attack as it tries to pull its sword out of the ground.

Ziggy 49



Threat Level	★★★★★★★★★★
Found in	Jack Frost's Playground
Rewards for Defeating	114205 Exp 13710 G Songbook No. 23

Stats	Lv.	Affinity						HP
	68		2350	1958	2686	465	465	88512
Elemental Resistances								
	-30%		10%		40%	10%		10%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	50%		50%		50%	50%		50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	360	408	
Recommended Tactic Tweaker Settings								
Affinity								
Element & Status	Wind		—					
Arts of War	Untouchability		Dynamism		Brutality			
Recommended Skills								
Evan	Fire Pillar		Floodlight					
Bracken	Fire Pillar		Health Hub					

Preparation

Ziggy, encountered during Side Quest 164, is extremely fast and capable of dealing high damage with every blow, so the Gutsy equipment skill is necessary to avoid having your entire party killed before you can react. You won't have the time to attempt Lifeline; standing still for that long risks being knocked unconscious immediately. Upgraded Fire spells (at least level 10) and MP consumption-reducing equipment is a good combination, along with the Charge-Charmer Accessory. The Punishing Zodiac Sword is craftable at the Evermore Weapon Workshop and can allow Evan to cast 1 MP Fire Pillars when combined with an MP Reduction equipment skill wand. You can aquip a Blazing Ring for best effect. The rewards from Tainted Monsters 28, 37, 39, and 42 come highly recommended, depending on which party members you plan to use, although the reward from 42 is a powerful damage-reducing armor usful regardless of who you choose.

Strategy

Ziggy is a combination of the Thogg and Zagg bosses from the Main Story. It has all of their attacks combined, with the exception of one of Zagg's special attacks where it leapt from tree to tree. Unlike the Story Mode boses, none of these abilities are tied to it losing health; Ziggy can lightning storm enrage, charge up its gigaton punch, charge up a giant leap into a belly flop, throw boulders, leap across the arena at you, or swing at you with three-hit punch combos, all without losing any health at all. Fortunately, many of these attacks can be avoided by simply running in circles around it, evading sideways whenever it leaps at you, or jumping and using aerial attacks to avoid the belly flop's radial shockwave. If it attempts to run after you without attacking, you can knock it down with a fast strong stun skill. Don't try this when it's close or it will get within range to start an attack, which will ignore the knockdown attempt and result in you taking damage.

Ziggy periodically stands still at the end of a long chain of attacks for a short while, during which strong stun skills can knock it down and allow you to deal damage, build MP, or try to apply a status ailment. It doesn't stay in this state for very long, so if you're too far away then don't attempt to run over to try it. Another good time to try this is after its gigaton punch, but you'll have even less time, so you'll need to be really fast on the trigger. Its range and speed rarely give you time to reliably attack it to set up status ailments, other than the few times you can knock it down. You'll need to take some risks and circle it a little closer, giving you less time to see its attacks coming, but allowing you to capitalize on these knockdown opportunities with more hits while it's prone, which could open it up for even more!



Ziggy has a special non-charged attack version of the big bang smash. Jump and air attack to avoid the shock wave, but watch out for the lightning bolts soon after!

50 Storme

Threat Level ★★★★★★★★★★

Found in Soaring Peaks

Rewards for Defeating

115936 Exp **15300** G **High Heal Pendant**

Stats	Lv.	Affinity					HP
	69		2382	1702	3177	567	680	269311
Elemental Resistances							
	0%	0%	40%	-40%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	50%	50%	50%	100%	50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Wind		—				
Arts of War	Dynamism		Untouchability		Brutality		
Recommended Skills							
Leander	Titan's Javelin		Gorgon's Needle				
Evan	Sunrise		Astra				



Preparation

Storme's 258000 health means this will be a long fight, so you'll need access to multiple sources of healing, such as Bracken's Health Hub, or a some healing Higgledies—ideally ones that can refresh their followers mid-fight. Focus on Physical defense and have at least one piece of armor with the Gutsy equipment skill on every character. Light-imbued weapons will deal a lot of damage, and Light skills are powerful. A fully upgraded Outfitters or Weapon Workshop will vastly improve your options for dealing with this enemy.

Focus on applying the Sleep status to keep Storme down for long stretches. Knocking down Storm allows you plenty of time for every hit of multiple-hit combos and skills to connect, giving more chances to re-apply Sleep. A Sleep-inflicting Spear from the Evermore Outfitters is ideal, but the Knockout Prism Spear from Tainted Monster 43 can do the job. Your main character would benefit from the Super-Safe Armor you can get from Tainted Monster 42.

Strategy

Storme shares all its attacks with the windwyrm; the Slickslither variant is covered on P.301. Storme is much bigger, though, with higher damage and range. You'll need to pay attention to its gust attack, signaled by a large roar with a shockwave coming from its open mouth. It can be difficult to see when you're hitting Storme up close. If you see Storme stand still for a long time with some upper body movement, it may be preparing this attack. It's a good idea to move the camera to watch its head while you attack it. If you see the wind effect, then it's about to summon the lightning bolts.

Storme is a lot easier to deal with if you stay at melee range. Its size causes many of its attacks to miss when you're too close; position yourself near the hind legs or behind the tail. You'll need to chase Storme down with evades to stay in this position as it tries to continuously avoid you, which is where status ailments shine. The signal that Storme has woken up from Sleep is a roar that looks visually similar to the roar preceding the gust attack—this is your cue to knock it down with an enhanced strong stun skill!

Storme stays knocked down for a while, and its prone form will give you plenty of chances to deal damage, build MP, and charge up your Zing gauges! Once it starts to get up, begin your multiple-hit attacks to re-apply Sleep, then use the Zing gauge to knock it down again. Note that you can't knock it down again with an enhanced skill until it's finished getting up. Occasionally, since Sleep is chance-based, it won't apply to Storme before it starts attacking again. If this happens, you'll need to go back to engaging it normally.



At 50% health Storme will fly up into the sky and summon its tornado attack, you'll need to quickly run to the other side of the arena if it suddenly disappears up into the air.

More Tainted Monsters Sighted!

Congratulations, you've defeated all 50 Tainted Monsters! Now that you've done that, ten more even more powerful monsters have appeared in the world. To stand a chance against these foes you'll need to repeatedly delve into the final Dreamer's Door, the Faraway Forest Cave (see P656), to craft the highest tiers of equipment. Doing this will also get you the necessary experience to level up to face these much more powerful monsters. Remember to take any cursed equipment you find to the Uncursery to unveil its properties; you might find something that really helps.

None of these enemies are going to be easy to take down. Many of them can be long fights against enemies with extreme amounts of health. You'll need to create specific Higgledy groups, upgrade your spells as far as possible, and outfit entire teams with specialized equipment. If you haven't upgraded your kingdom to level 4 yet, it's highly recommended to do so before continuing, as the kingdom upgrades it unlocks will give you a crucial edge in these fights.

Head to the kingdom of Evermore chapter for research and kingdom upgrades that will benefit you while gathering ingredients to create the most advanced weapons and armors. It's advised to flick through the entries for all 50 previous Tainted Monsters, even if you didn't need to use them to defeat one, as there are valuable strategies within in each one. Your next ten targets are Ni No Kuni II's ultimate challenge, and you'll need to utilize all of Evermore's potential—and your own—to destroy them!

Lymina 51



Threat Level ★★★★★★★★★★

Found in Evergroves

Rewards for Defeating

119403 Exp | 17270 G | Super-Safe Bastion Boots

Stats	Lv.	Affinity					HP
	71		3963	2039	3963	582	699	46199

Elemental Resistances					
	0%	0%	20%	30%	-60%

Status Resistances					
Poison	Freeze	Sleep	Confuse	Petrify
-50%	40%	40%	100%	40%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	21	35	49	70	84	105	119

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Light	Confusion	
Arts of War	Dynamism	Untouchability	Brutality

Recommended Skills		
Leander	Gorgon's Needle	Sundown
Tani	Hail of Arrows	Burrowing Bolt

Preparation

Stack Light resistance and get your Physical defense as high as possible. This monster is very weak against Dark and Poison, so Dark-imbued weapons and Dark skills can deal heavy damage. If you manage to knock it down for long enough, Leander's Evenstar can take huge chunks of this enemy's health. Gutsy equipment skills will protect you from Lymina's most damaging hits. Make sure you restock all your consumables if you only just defeated the last Tainted Monster of the previous 50!

Strategy

In comparison to the next nine Tainted Monsters, Lymina can be fought soon after defeating Storme. While it deals high damage, it shares all its attacks with Grynd and Twygg, though its charged attack spit is now a Light-damage projectile. All the same tactics apply to this enemy as to the other wyvern Tainted Monsters. Continuously evade to its back whenever it attacks, run sideways to avoid the spell spit or break it with a fast skill, and knock it out of the sky with a ranged skill that applies strong stun when it's idle. If it attempts a charged attack in mid-air, a very fast ranged skill with good stun can immediately knock it down, but you have to be extremely quick on the draw or you'll trade blows, taking heavy damage.

If you used the Sleep status ailment to defeat Storme, Lymina is easily put to sleep, especially now that you have the Ring of Rancor. The waking animation for this enemy shows it crossing both axes in front of its body, so hit it with a strong stun skill to knock it down if you have a full Zing gauge. If you have a Sleep-based team that all possess Sleep weapons, you can kill Lymina as soon as you defeat Storme.

52 Jellena

Threat Level ★★★★★★★★★★

Found in Briny Shrine

Rewards for Defeating

122876 Exp 17750 G **Chaotic Soulbreaker**

Stats	Lv.	Affinity					HP
	73		2094	2393	2094	598	897	267673
Elemental Resistances							
	0%	40%	-20%	0%	0%
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	100%	100%	70%	100%	70%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	90	150	210	300	360	450	510
Recommended Tactic Tweaker Settings							
Affinity							
Element & Status	Confuse	—					
Arts of War	Durability	Untouchability	Dynamism				
Recommended Skills							
Tani	Spark Shower	Windwhirl					
Leander	Spark Shower	Mind of the Magos					



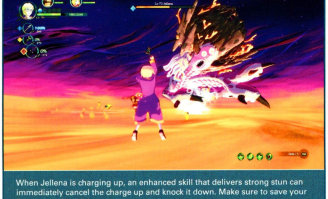
Preparation

You'll need the Gutsy equipment skill for this enemy, as its extreme range ensures that its attacks don't miss. Your Physical defense, attack rating, and damage all need to be extremely high, and try to get your Magic damage up too. None of this enemy's attacks are element-based. The body attacks deal Physical damage, while the laser beams and charged attacks deal Magic damage. The charged attack can Confuse, so either get some resistance or, more reliably, set the Tactic Tweaker to protect against it and pack some confuse-be-gones. Sleep can be a useful advantage in this fight, as it can cancel the charge attack. Jellena is so large that Spark Shower's multiple hits will all connect—this makes it a particularly valuable spell, especially when combined with multiple pieces of MP consumption-reducing equipment to reduce its cost to 1.

If your charge break skills fail to break through, or you don't have enough Zing gauge or Higgledies to knock it down with an enhanced skill, you'll be forced to block, so make sure you have enough health! If you survive, this attack can Confuse, so take a confuse-be-gone if you need it and resurrect any party members who were knocked unconscious. Note that unlike Madusa or Toxina, you can't block this attack and remain standing; be sure to recover quickly. The other dangerous attack that benefits from Jellena's increased size is its leaping ground stomp. There's no shadow on the ground in the arena to watch where this attack is going to land, but fortunately, just like the other jelly stomps, you can jump to avoid the blast wave. Jump into the air and use airborne light attacks to extend your hang time.

Strategy

Jellena is the much bigger Tainted Monster version of the Jelly Queen from the Main Story. Jellena's much larger size means all of its attacks are bigger, and this includes its charged attack explosion, which is capable of covering the entire arena—this attack also no longer requires Jellena to lose any health, so be careful! The only reliable way to defend yourself against this attack is to use the charge break ystem to interrupt it, use your Zing gauge or Higgledies to cast an enhanced skill to stun it, or just block it, and unless you Perfect block it, you'll still take heavy damage. It's better to bring your hardest-hitting charged break attacks to make sure you can crack it, and take some sixth censers if you need them. Alternatively, you can Absorb some nearby Higgledies to boost the power of your charge break skills with Higgledy Explosions to knock this enemy down even during its charged attack!



When Jellena is charging up, an enhanced skill that delivers strong stun can immediately cancel the charge up and knock it down. Make sure to save your Zing gauge for this!

Porcopalypto 53



Threat Level	★★★★★★★★★★
Found in	Heartlands
Rewards for Defeating	124615 Exp 17990 G Goldpounder

Stats	Lv.	Affinity						HP
	74		3394	2424	2424	727	432	325469
Elemental Resistances								
	10%		10%	10%		10%		-30%
Status Resistances	Poison		Freeze	Sleep		Confuse		Petrify
	80%		80%	80%		80%		80%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	360	408	

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	—	—	
Arts of War	Untouchability	Dynamism	Eagle-Eyedness
Recommended Skills			
Tani	Hail of Arrows	Bird's-Eye Bolt	
Leander	Sundown	Evenstar	

Preparation

The Gutsy equipment skill will save your life against Porcopalypto. The Slippery Pendant is invaluable; Porcopalypto doesn't just hit hard, it's also fast. Lifeline can be useful to resurrect downed party members, but its long cast time can get you killed. Poison will greatly help with whittling away its health, but can be very difficult to apply. Prepare for an intense fight, reliant on precise evades.

Strategy

Porcopalypto is the Tainted Monster version of the Porchestrator, the boss of Dreamer's Door No. 7, and shares the same attacks. It's a combination of Tusker and Boarcher, having both the slash rush spinning attack and the run-up leap attack that can follow you. The slash rush has to be dealt with the same way as with Boarcher; you need to run the opposite way that Porcopalypto is turning to avoid it, and remember that these confusing porcs can turn mid-way through the move so watch out! It also has the linear, dashing shield bash, but it has no shield—Porcopalypto just uses its armored hand to hit you.

Because this enemy has both the slash rush that can catch you almost anywhere in the arena, and the running leap attack that can be started unexpectedly if you are too close, the best way to fight it is to stay at medium range, just out of reach of its standard sword swings. Both attacks are preceeded by the same growl; upon hearing it, run towards its right side (your left) to get behind it. If you're too far away to get behind it and it starts the slash rush, you can time an evade through the second swing and keep evading with it, because its larger size means running can't always keep up (Batu and Bracken are more likely to get hit doing this). If it uses the run up and leap, you'll automatically avoid it if you're moving sideways as you close in. After the second leap, a strong hit to its back will knock it down, so dash attack into a Spinning Slice.



When you are circling porcopalypto at mid range, it may begin its slash rush too close for you to run away. When you see it winding up, time an evade through the second slash to get at its back....



...this will allow you to circle around behind it, sticking tightly to its back where it can't hit you with the rest of the attack!

54 Congerer

Threat Level	★★★★★★★★★★
Found in	Seat of the Sea Beast
Rewards for Defeating	140362 Exp, 18240 G, Dark Blightwing Bow

Stats	Lv.	Affinity					HP
	75		2455	1841	1841	613	438	384685
Elemental Resistances							
	20%		0%	20%	-30%	0%	
Status Resistances	Poison		Freeze	Sleep	Confuse	Petrify	
	20%		100%	100%	100%	100%	
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Recommended Tactic Tweaker Settings		
Affinity		
Element & Status	—	—
Arts of War	Untouchability	Dynamism / Brutality
Recommended Skills		
Evan	Sunrise	Floodlight
Bracken	Reflector Drone	Health Hub

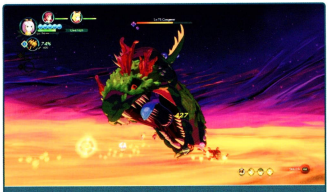


Preparation

If you've been delving into the Faraway Forest Cave to level up for Congerer, you should have enough ingredients to be able to craft more powerful Light-imbued weapons at the Evermore Weapon Workshop. Bring Light Higgledies that can heal to keep your teammates in good shape. Congerer's damage isn't so high that high-defense armors won't significantly help in this fight, especially if you double buff your party with Evan's Floodlight when possible.

Strategy

Congerer shares all the same attacks and phases with the Main Story Chapter 5 boss Cetus, but it's far deadlier, and its extreme size can make evading its attacks harder. The tail doesn't deal much damage compared to the head, and the main threats in this fight are the burrowing attacks, head slams, and spell spits, the last of which can kill you even with the Gutsy equipment skill. When you attempt to attack its neck it can rear back before biting. This is a little more difficult to avoid and should be evaded to the right rather than the left; Evade repeatedly just in case. Since this is going to be a very long fight, when Congerer goes underground and starts to follow you, lead it away from your party members.



The rear back to bite attack is difficult to evade and should be evaded to the right rather than the left; Evade repeatedly to be sure.

The camera is moved further back in this fight than usual whenever you aren't locked on, so don't lock-on unless you need to. You can start a spell cast then lock-on at the last moment to cast it accurately. When Congerer has its inner mouth above ground, hit it with your strongest possible spells. Standing in a group of Light Higgledies and continually casting Evan's enhanced Sunrise, Mornstar, can be particularly devastating in this situation. Hit the mouth with enough damage and you will knock Congerer down. Take a few sixth censers and deal as much damage as possible! If you prefer other characters, any element Congerer isn't strong against is good to use here, but if your character has Light abilities, use them on the inner mouth. This will deal the most damage, and you can't afford to waste the opportunity. Avoid using Reflector Drones against the inner mouth, as activating them takes too long to reliably hit.

Floode 55



Threat Level ★★★★★★★★★★

Found in Cloudcoil Canyon

Rewards for Defeating
129842 Exp 18720 G Super-Safe infernal Mail

Stats	Lv.	Affinity						HP
	77		2643	1888	3524	755	629	299494
Elemental Resistances								
	-40%	40%	0%	0%	0%			
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify			
	50%	100%	50%	50%	50%			
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings

Affinity			
Element & Status	Water	Freeze	
Arts of War	Untouchability	Dynamism	Brutality

Recommended Skills

Evan	Fire Pillar	Floodlight	
Bracken	Fireball	Health Hub	

Preparation

Water resistances are important here but don't skimp on defense. Evan's Floodlight is powerful in this fight when double buffed. The trick to this fight, as with many other long, grueling battles, is to have sources of healing that can sustain you. The Goldpounder can reduce Bracken's Health Hub to 1MP, making her powerful in this fight. Alternatively, Leander or Tani equipped with the Soulbreaker can apply Confuse and use a strong stun skill to knock Floode down; wyrms stay knocked down for a long time, so this is a very effective way to set up damaging attacks.

Strategy

Floode is the Tainted Monster version of a wavewyrm, sharing all its attacks, though of course they're much deadlier and have increased range. It shares the same physical attacks as the wyrm enemies; various swipes and tail swipes, the ability to swoop and charge across the battlefield at high speed, and of course the ability to use elemental attacks. As with Storme, its increased size isn't always beneficial for it, as you can make many of its physical attacks miss by sticking to its hind legs and back, including the frontal stomp attack (which can also be jumped). Floode will try to get away from you with a backwards flying hop, tackle you, swoop on you, or hit you with its tail, but only the tail swipes areable to hit you in these positions—make sure to dodge sideways for the swoop and tackle, just to be safe, since if you aren't in the right spot you will unexpectedly get hit.

The main difference with Floode is its elementally-themed Water and Freeze attacks. When it pauses for a moment, roars loudly, and you hear an icy wind sound effect, it's about to fly backwards into the air and produce a gust that will deal Water damage and can Freeze your characters—wiggle the stick quickly to break free faster! Its breath attack is an oversized enhanced Water Balloon that can be used on the ground or while jumping backwards. If you get hit directly you'll get knocked down and won't take any further damage. If you get caught on the edge of the ball's blast radius you instead take multiple hits that end up dealing more damage overall—this can kill you even with the Gutsy equipment skill, so be careful! You can pause and heal up in between hits if you are quick.

Floode's ultimate attack is to fly into the air and fire off three fast-moving pillars of water. The pillars hit the ground and start off moving slowly, then suddenly speed up and sweep through the target. You can't avoid these by simply running sideways, and if you evade too early it will catch you at the end of your evade. The timing for evading sideways can be tight; evading into the water pillar is more forgiving.



Evade through Floode's Water Pillar attack to reduce the chance of getting hit at the end of your evade.

56 BL-Yte

Threat Level	★★★★★★★★★★
Found in	Factory Floors
Rewards for Defeating	131588 Exp, 18970 G, Lethal Nebula Sword

Stats	Lv.	Affinity					HP
	78		1911	1592	1274	765	454	399600
Elemental Resistances							
	20%		0%	-20%	20%		20%
Status Resistances	Poison		Freeze	Sleep	Confuse		Petrify
	100%		50%	100%	100%		100%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	63	105	147	210	252	315	357

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Light	—	
Arts of War	Untouchability	Dynamism	Durability
Recommended Skills			
Leander	Spark Spike	Spark Shower	
Tani	Windwhirl	Spark Spike	



Preparation

You'll need high Physical- and stacked Light-resistance for this enemy, and make sure you have the Gutsy equipment skill on at least one piece of armor. Bring Wind Higgledies to deal maximum damage with fully-upgraded Wind spells; you'll have multiple chances to Charge your Spark Spikes and Spark Showers at range. Characters with long evades, such as Tani or Leander, are highly recommended to make it easier to evade its rapid changes in direction later in the fight.

Strategy

BL-Yte is a less complex version of the BL-Iterator boss from Chapter 6 (P251)—it deals a lot more damage and has a wider range on its rolling attack due to its increased size. At 80% health the BL-Iterator gained the use of a rising slash into its ball form that sent three beam slashes along the ground—the BL-Yte can do this from the start, but it only has one slash. It also never uses more than two beams if it Charges, even when it's enraged, and doesn't use the 360-degree beam barrage.



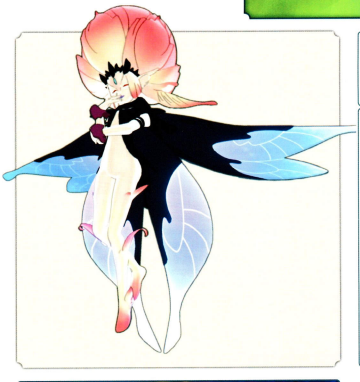
Help out the lock-on by manually centering the camera to allow you to avoid the rolling ball attack without accidentally diving into it.

When it's in ball form, its larger size makes it more difficult to evade, because sideways movement will end up evading into the BL-Yte's path of motion, and it definitely gets right-of-way in this situation! You can more accurately evade its repeated stops and starts if you use the right stick to ensure the BL-Yte is in the center of the screen at all times. This ensures your evade is always going to be perpendicular to the BL-Yte's linear path, so you don't have to try to figure out which direction to hold the left stick towards and can always hold it either left or right.

There's no need to worry about being able to press the attack buttons, as you'll have no time to interrupt it in between its rolling attacks until it finishes the entire sequence. As the fight continues the sequence gets longer, so it's important to gain precision while evading for the entire duration of its attack sequence. Once it's finished, it will wait in ball form for a while, which is your opportunity to use melee attacks to knock it down. If you're too far away it's possible to knock it down with a spell instead; use any nearby Higgledies to charge up your spell to deal high damage!

This attack is the major damage-dealer in this fight, as its Light element sword swipes are easy to reduce with resistances, and the charged attack beam's jump before firing gives you a clear signal for evading it. As the fight progresses, BL-Yte will enter its enraged state, and will then add even more rolls and abrupt changes in direction to the rolling attack, as well as being much more aggressive. Once you learn the trick of centering the BL-Yte's rolling attacks, you'll be able to slip between its attacks with precise control for the entire fight.

Horraura 57



Threat Level	★★★★★★★★★★
Found in	Old Well
Rewards for Defeating	133335 Exp 19210 G Epic Baleful Baton

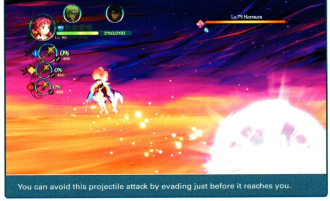
Stats	Lv.	Affinity						HP
	79		1137	2579	3095	644	967	491265
Elemental Resistances								
	20%		20%	20%	20%	20%		20%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	60%		60%		60%	60%		60%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	—	—	—	—	—	—	—	

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Confuse	—	
Arts of War	Untouchability	Dynamism	Brutality

Recommended Skills		
Roland	Circular Sword	Heavy Ammo
Tani	Burrowing Bolt	Hail of Arrows



After Horraura warps in her Tainted Monster summons, the battle can very quickly become overwhelming if you attempt to fight at close or mid range.



You can avoid this projectile attack by evading just before it reaches you.

Preparation

Horraura ranks as one of the hardest battles in Ni No Kuni II. It has more health than any other Tainted Monster, and it can summon five other Tainted Monsters to fight you, all of which have between 35000 to 38000 hit points. When you first approach this fight it can be overwhelming, but with the right equipment, you can whittle Horraura down without engaging its supporting fairies. To prepare for this strategy, you need to pick a character with a high-damage, 1 MP ranged attack that starts and ends extremely quickly (it doesn't matter if it requires MP Reduction to achieve this). They also need an evade that covers long distance, and a fast dash shot. You need to equip the Gutsy equipment skill to this character and give them a powerful ranged weapon.

It's possible to equip Tani with enough MP reduction items to bring her Hail of Arrows ability down to a cost of 1MP, turning it into a cheap, high-damage area-of-effect attack with fast recovery. The last piece of preparation is to have enough MP regeneration to last the entire fight, as Horraura's high HP means it will take a while. If you would prefer to use other characters, Roland and Leander are the next best characters for using a dash shot-based strategy, but their ranged skills have longer recovery than Tani's. Evan is a middle ground between mobility and speed, while Batu has a great natural 1MP skill in Cannon Shot, but a weak sideways dash shot. Pick Higgledies that reduce an enemy's Physical defense, so they will continuously de-buff Horraura throughout the fight.

Strategy

Horraura is both a more and less complicated version of the Queen of the Dawn boss fight from Main Story Chapter 8. In the story fight, the Queen of the Dawn summoned slightly stronger special boss versions of the standard fairy enemy types. In this fight, Horraura can summon the Tainted Monster versions of these pixies; Mystral, Lily, Conflagra, Scintilla, Florette, and Dahlia. They have the same resistances as they did in their own Tainted Monster battles, but their health is much higher. They still have the stun resistance from their individual boss fights as well, so the crowd-control strategies you used in the Main Story version of this boss fight will no longer work—you cannot simply hit these enemies quickly to make them go away, you'll need to either focus on them to take them down as fast as possible, which requires a very powerful character with the best possible equipment, or learn to fight Horraura without dealing with them at all.

Fortunately, these extra enemies are as linear as they have always been, so it's possible to run in a big circle around the entire arena to avoid them. Horraura's homing projectile is the only threat, since it can still catch you, but its timing can be relied upon. Trying to kill these fairy is pointless, because Horraura can just summon them again before you've finished dealing with them all. Horraura will attempt to teleport around the arena and fire off its magic projectiles at you. If you are close enough it will cause a close-range explosion, so be sure to evade completely away from this attack. If at mid to long range, it will fire off a homing projectile. Both these attacks will explode with an area-of-effect that can catch you. This attack can deal more Magic damage than most characters have health, so you must have the Gutsy equipment skill to survive it.

The safest way to kill Horraura is with an upgraded version of the circling strategy you used against all the fairy Tainted Monsters, only this time you'll be circling around the outside of the arena. At this distance, none of Horraura's summons are capable of hitting you. The only threat is from Horraura's homing projectile, which is a constant danger in this fight, as it can follow your movement. The fight turns into a one-on-one between your dash shot and Horraura's homing projectile.

As long as you keep moving, the other fairies' projectiles won't be able to hit you, but you may need to break off your dash shots and focus on gaining more distance from them occasionally, as it's sometimes possible for a summoned pixie to hit you with its flying dash if you're too close. If you have difficulty constantly hitting Horraura while simultaneously tracking and dodging its projectile, you can make it even simpler by bringing a Poison ranged weapon and only attacking Horraura for long enough to apply the Poison. Then you can focus on avoiding the homing projectile while the Poison does its work.

58 Elkwhisker



Threat Level ★★★★★★★★★★

Found in Rolling Hills

Rewards for Defeating

133335 Exp | 19210 G | Epic Pyramid Beam

	Lv.	Affinity						HP
Stats	83		2838	2703	4596	675	1013	141485
Elemental Resistances								
	-30%		0%	20%		20%		-30%
Status Resistances	Poison		Freeze	Sleep		Confuse		Petrify
	50%		50%	50%		50%		50%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	50	100	140	200	240	300	340	

Recommended Tactic Tweaker Settings

Affinity			
Element & Status	—	—	
Arts of War	Untouchability	Dynamism	Brutality

Recommended Skills

Roland	Executive Order	Heavy Ammo	
Evan	Fireball	Cut and Thrust	

Preparation

This enemy can deal extremely high Physical and Magic damage, and has strong Magic defense; all of its lightning attacks deal straight Magic damage. The Gutsy equipment skill is very important. Elkwhisker's defense is weaker than its Magic defense and it

frequently goes into a state that makes it easy to knock down with skills—bringing some Higgledies with the "Flimsy, Flimsy!" Higgledy skill can render it quite vulnerable during these periods, allowing you to deal heavy damage. The Soulbreaker Spear from Tainted Monster 52 is also powerful in this fight.

Strategy

Elkwhisker is the Tainted Monster version of the brilliantcore, which can be found in the Shrine of Unity and the Permafrost Plains. This enemy has the manticore's frenzied leaping attack, with the addition of lightning bolts summoned behind it as it bounds about—these bolts deal pure Magic damage, not Wind! It also shares the running attack into the big swipe with a long wind-up—remember that the running portion of this attack can damage you. Make sure to continuously run away from it in the opposite direction to its leaps, and evade with the right timing as it lands.

Instead of the swiping combo attack that the manticores use, Elkwhisker will roar, producing a shockwave that can deal minor damage, then start firing small lightning bolts with its hands. Despite their size, these attacks deal Magic damage and can kill you very quickly, so run sideways to avoid them, and spiral in towards this enemy to get close to it, where they can't hit you. During this attack Elkwhisker can be knocked down with an enhanced skill that deals strong stun, so be sure to save your Zing gauge for this moment.

Elkwhisker's Status Resistances aren't particularly strong—a character set up specifically to increase status ailment chance can apply them. Leander or Tani equipped with the Soulbreaker Spear can apply Confusion to Elkwhisker reliably whenever it is knocked down.

When Elkwhisker starts charging up, it's attempting to heal itself; it will regenerate 32% of its health if it manages to complete the Charge, so it's vitally important to drop whatever you're doing and break through it immediately. If you lack MP, use sixth censers to ensure you break it with a powerful charged break skill. In the later stages of the fight, give your other party members some MP as well, so they can use damaging skills to help out. Be sure all of your characters have brought at least one skill that can break through this charged attack, and remember that Higgledy explosions boost the break values of many attacks, so you can break it even at long range if you bring ranged spells and stand with your Higgledies while casting. Successfully denying Elkwhisker the ability to heal itself is crucial to winning this battle, or it will simply wear you down until all your healing items are gone.



Mangala 59

Threat Level ★★★★★★★★★★

Found in Shrine of Unity

Rewards for Defeating

145610 Exp 22760 G  Unbreakable Necklace

Stats	Lv.	Affinity						HP
	86		3356	2097	2796	699	699	313836
Elemental Resistances								
	40%		-30%		20%	20%		20%
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	50%		100%		50%	50%		20%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	360	408	

Recommended Tactic Tweaker Settings			
Affinity			
Element & Status	Fire	Dark	
Arts of War	Durability	Untouchability	Dynamism
Recommended Skills			
Leander	Water Pistol	Gorgon's Needle	
Roland	Executive Order	Heavy Ammo	

Preparation

Mangala's charged attack explosion deals Dark damage and covers the entire arena, so you must get your resistances as high as possible in this fight or use the Gutsy equipment skill. The latter is easier to come by, but still bring a full stock of consumables.

Elysium Armor at the Evermore Outfitters is a worthwhile investment, but if you have better equipment from the Dreamer's Doors, feel free to use that instead. Make sure you have a full stock of sixth censers and bring as much MP reduction equipment as you can without sacrificing more important abilities. Status ailment builds are quite powerful in this fight when combined with an upgraded Water Pistol. The Soulbreaker Spear from Tainted Monster 52, Jellena, combined with the Ring of Rancor, can allow Tani or Leander to constantly apply Confuse, which can simplify this fight tremendously.

Strategy

Mangala shares all its attacks with the Temper Temple from Main Story Chapter 9-2, just with extreme damage and increased range. Just like Gaialith and crystal crypt, the extra range on all of its attacks means they now require precise evades to avoid. Be sure not to stay too far away from it, because its charged attack is particularly potent. It retains its high speed and its blast radius can now hit almost the entire arena if Mangala starts charging up near the center. Since it can't be blocked or evaded, you'll need to make sure you are close enough to react quickly and use fast, powerful charge break skills to smash through it, then unleash as much damage as possible on the Temper Temple while it is dazed.

Because Mangala's charged attack is such a high threat in this fight, locking it down with status ailments so it can't retaliate is a powerful strategy. Both Sleep and Confuse can be applied to this enemy, and a dedicated team equipped with weapons that have either ailment can keep it occupied for much of the fight, removing a lot of pressure and giving you large windows to build MP! As always, Leander is the best at applying status ailments with his multiple-hit attacks, but a specialized team is much more effective at ensuring Mangala cannot break away. Use the time these status ailments give you to set up powerful enhanced skills by Absorbing Higgledies, or to activate your Higgledies' Special Orders. If Mangala breaks away, simply defend yourself while chipping away with occasional attacks until you manage to reapply a status ailment; having Confuse or Sleep on both Melee and Ranged Weapons is particularly valuable here.



Once you have applied Confuse to Mangala, quickly swap to a weapon with 100% Zing gauge and cast Water Pistol to knock it down.

60 Humphrey



Threat Level ★★★★★★★★★★

Found in Forest of Niall

Rewards for Defeating

152661 Exp 23810 G Executioner's Ring

	Lv.	Affinity					HP
Stats	90		3504	2920	3578	730	607	246030
Elemental Resistances			40%	0%	40%	40%	40%	
Status Resistances	Poison		Freeze		Sleep	Confuse		Petrify
	70%		100%		70%	70%		70%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	
	72	120	168	240	288	360	408	

Recommended Tactic Tweaker Settings

Affinity			
Element & Status	Fire	—	
Arts of War	Untouchability	Dynamism	Brutality

Recommended Skills

Evan	Water Balloon	Lifeline	
Batu	Timber Shiverer	Cannon Shot	

Preparation

Humphrey is the final Tainted Monster, and as such, requires the highest-level equipment. Gutsy is a must, as Humphrey deals very high damage. A good strategy is to put high defense gear and Gutsy on party members and use MP consumption-reducing gear with Tani or Evan's Lifeline—it's possible to reduce it down to 2 or even 1MP, allowing you to use it as a cheap heal when Humphrey is busy attacking your party members. There's no need to worry about being too late, since Lifeline can awaken unconscious party members as well. Most of Humphrey's attacks deal high Physical damage, although it has some fire pillar attacks and a smash that deal Fire damage, and the rock attacks deal Magic damage. In terms of spells and Abilities, Water is the way to go, so that your damage isn't reduced by 40%, but there's no need to use Water-imbued weapons, since Humphrey is neutral to Water rather than weak against it.

Strategy

If you intend to strafe around Humphrey, you'll need to do so without moving directly against him, since each step he takes will generate a medium-sized area-of-effect shockwave. Coming into

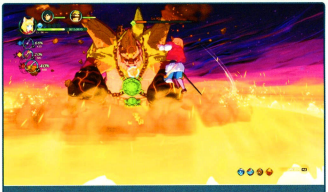


You'll find Humphrey at the same location you fought Zagg in the Forest of Niall.



Humphrey can be knocked down by 100% Zing gauge strong stun skills such as Roland's enhanced Circular Sword whenever it is not actively attacking. It can also be knocked down during its three hit combo!

contact with a shockwave won't deal any damage, but will cause you to flinch; this can briefly open you up to any subsequent attacks, and considering how deadly they are, you'll want to minimize even the slightest chance of this happening! Luckily, this won't be able to flinch you out of your attacks and combos, so you won't need to worry about that while you're dishing out damage.



Humphrey's non-charged attack big bang smash starts with a radial shockwave that can be jumped...



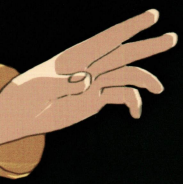
...and ends in numerous lingering pillars of fire you'll need to maneuver around!

Humphrey shares many basic attacks with Thogg, such as the three-hit arm combo, turnaround swing, lunging clap, jumping smash, and charged arm swing. Two unique moves are side-on arm smashes, used according to the side you are standing on. These will generate pillars of flame—dealing Fire damage outwards from the point of impact—shortly after the first physical damage blow, so avoid sticking around to attack after evading the initial blow.

Like Thogg, he can drum his chest to become enraged; the volcanic chutes on his shoulders will begin to emit fumes, which you can use as an indicator of the duration of this state. While enraged, Humphrey will use three-hit arm combos, lunging claps, jumping smashes, and will toss rocks at you; all attacks that you've seen before. Similar to BLYte, it can be helpful to nudge the camera to keep Humphrey centered as it's leaping at you to make sure you evade accurately; you can't afford to get hit as it leaps past you, so be precise with your timing!

If Humphrey beats his chest while enraged, he's going to use the deadly big bang smash; he will slam the floor with both arms, generating a massive area-of-effect shockwave, causing pillars of flame to erupt randomly around it. This is not a charged attack, so all you can do is move to avoid it. Your immediate goal should be to gain as much distance as possible when Humphrey begins beating its chest; if you can't make it out in time, time your jump over the shockwave and weave your way through the erupting pillars of flame. Once this is finished, Humphrey will become fatigued for a brief moment and revert to the normal state; take this opportunity to deal damage!





Part 8 Items & Equipment

The world is filled with items and equipment of all kinds; basic soreaways, exotic prisms and expertly crafted armor are all waiting to be acquired and put to use. You'll often need to give a particular something to a certain someone, and knowing where to source the most obscure ingredients will lead to many happy endings. This chapter will make finding the thing you need easy.

Items

The items within the world of Ni no Kuni II are as varied as the characters and locations you'll encounter, with everything from common healing items, to rare crafting materials. The lists provided in this chapter have been broken down into smaller, more manageable sub-categories to better indicate which category a particular item you're looking for belongs to.

Many items can be acquired in lots of different ways, far too many for us to list all of them. With that in mind, we have picked a few acquisition methods for each item that we feel are among the best ways to acquire it. and just in case you find yourself in need of some extra Guilders you'll also find the sale price for each item in its entry.

We also present the exact effects of items either as a flat number or a percentage where applicable, but not all of the percentage increases act the same, so we took things a step further. If you see a **+** in front of a percentage it means that the value is additive (all effects are added up before being applied to the base value), and a **x** means that it is multiplicative, where each effect is applied immediately one after the other, increasing the base value step by step.

Acquisition Abbreviations	
Letter	**Acquisition Method**
A)	The item can be found as a drop in that area either from a Foraging Point or from killing any monster.
M)	Either a normal monster that can drop the item, or a Tainted Monster that has it as a reward.
V)	Shows the names of Vendors that sell the item.
F)	Facilities in your Kingdom that you can acquire the item from.
C)	Chests (red text for red chests and blue text for blue chests) that contain the item.
S)	Special—combines all other acquisition methods not included in the ones above.
IFT	Improved Foraging Technique required
UFT	Ultimate Foraging Technique required

Consumables

Consumables are the items you'll generally be dealing with most often since they are your primary source of healing and restorative items, along with the handy buffs provided by the various types of food. Also included here are the mysterious candies that can be randomly found throughout the world, or by exchanging Pebbles with Mr. Higglesworth. To find out more about him, please refer to P661.

Medicine

Chill–Be Gone ★★★★★ — 10 G
A warming balm that brings a glow to your cheeks and keeps out the cold.
Effect Cures the user of the "frozen" ailment.
Acquisition **V)** Coral Diadem **F)** Everyday General Store

Confusion–Be–Gone ★★★★★ — 10 G
A squeaky mallet that's ideal for gently knocking the sense back into your allies.
Effect Cures the user of the "confused" ailment.
Acquisition **V)** Poplar Produce **F)** Everyday General Store **C)** F41

Hush–Be–Gone ★★★★★ — 10 G
Bells like these are often used to break the silence in mix-fixing rituals.
Effect Cures the user of the "mixed" ailment.
Acquisition **V)** Chandlery **F)** Everyday General Store **C)** F12

Sixth Censer ★★★★★ — 20 G
A pot of enchanted incense, surrounded by curls of mist. Restores magic power.
Effect Restores a little of the user's MP. (+1 MP)
Acquisition **V)** Grimalkin Merchant, Sky Pirates' Arsenal, Gerel's Shop, Lucky Lotus Emporium, Chandlery, Coral Diadem, Poplar Produce, Swift Solutions **F)** Everyday General Store **C)** F3, F22, F26, F33, F53, 6, 18, 34

Sleep–Be–Gone ★★★★★ — 10 G
The shrill sound of this alarm clock is guaranteed to leave your ears ringing.
Effect Cures the user of the "asleep" ailment.
Acquisition **V)** Grimalkin Merchant, Lucky Lotus Emporium **F)** Everyday General Store **C)** F34

Soreaway ★★★★★ — 5 G
A healing herb that's just the thing for everyday cuts, bumps, and grazes.
Effect Restores a little of the user's HP. (+300 HP)
Acquisition **V)** Grimalkin Merchant, Sky Pirates' Arsenal, Gerel's Shop, Lucky Lotus Emporium, Chandlery, Coral Diadem, Poplar Produce, Swift Solutions **F)** Everyday General Store **C)** F4, F8, (x2) F20, 4, 7, 16, 23, (x2) 31

Venom–Be–Gone ★★★★★ — 10 G
A lozenge that neutralizes poisons while simultaneously delighting the taste buds.
Effect Cures the user of the "poisoned" ailment.
Acquisition **V)** Swift Solutions **F)** Everyday General Store **C)** 28

All–Be–Gone ★★★★★ — 40 G
This comprehensive curative is certain to cure any condition you can contract.
Effect Cures the user of all ailments.
Acquisition **M)** Scintilla **F)** Everyday General Store **C)** F10, B12, A37, 43, 64, 71

Angel's Tear ★★★★★ — 100 G
A faintly glowing jewel formed from the crystalized tears of a grief-stricken angel.
Effect Restores a little of all KO'd allies' HP. (+30% HP)
Acquisition **M)** Mortimer **V)** Grimalkin Merchant, Sky Pirates' Arsenal, Gerel's Shop, Lucky Lotus Emporium, Chandlery, Coral Diadem, Poplar Produce, Swift Solutions **F)** Everyday General Store **C)** F9, F18, F27, F45, F49, F61, 20, 29, 53, 63

Strong Sixth Censer ★★★★★ — 40 G
A soothing fragrance that gently blows the blues away. Restores magic power.
Effect Restores a good deal of the user's MP. (+2 MP)
Acquisition **M)** Magmanimus **V)** Poplar Produce, Swift Solutions **F)** Everyday General Store **C)** F46, B13, B23, 38, 46, 56, 129

Three–Leafed Soreaway ★★★★★ — 15 G
A healing herb that's been specially cultivated for extra potency.
Effect Restores a good deal of the user's HP. (+900 HP)
Acquisition **M)** Prangles **V)** Coral Diadem, Poplar Produce, Swift Solutions **F)** Everyday General Store **C)** F14, F37, F39, F54, 19, 36, 107

Four–Leafed Soreaway ★★★★★ — 33 G
A healing herb sporting four lucky leaves. Stirs the spirits while soothing soreness.
Effect Restores a lot of the user's HP. (+2000 HP)
Acquisition **M)** Klogg **F)** Everyday General Store **C)** F58, B24, 50, 66, 74

Sage's Secret ★★★★★ — 80 G
A potion devised by several eminent sages that restores mind and body alike.
Effect Restores a lot of the user's HP and MP. (+2000 HP/+3 MP)
Acquisition **M)** Conflagre **F)** Everyday General Store **C)** A1, A33, A45, 78

Soreaway Sweet ★★★★★ — 25 G
An emerald sweet with a liquid soreaway center just waiting to burst out!
Effect Restores a little of the party's HP. (+300 HP)
Acquisition **M)** Abnorma **F)** Everyday General Store **C)** F15, F42, B6, 116

Superior Sixth Censer ★★★★★ — 60 G
Ensorcelling incense certain to soothe the soul. Restores magic power.
Effect Restores a lot of the user's MP. (+3 MP)
Acquisition **F)** Everyday General Store **C)** A9, A16, A42, B3, 69, 90

Great Sage's Secret ★★★★★ — 140 G
An extremely effective potion, created by fairies at the behest of a famous wizard.
Effect Fully restores the user's HP and MP.
Acquisition **M)** Snotley **F)** Everyday General Store **C)** A12, 84

One–and–All–Be–Gone ★★★★★ — 100 G
Atomized all-be-gone, ideal for relieving the suffering of several allies at once.
Effect Cures the party of all ailments.
Acquisition **M)** Dampo, Snickersnat **C)** B34, A23, 85

Savior's Tear ☆☆☆☆☆ 200 G

A sacred jewel that shines with the light of divine mercy, guiding the fallen.

Effect Restores a lot of all KO'd allies' HP (+60% HP)

Acquisition **M)** Crystolith **F)** Everyday General Store **C)** F55, B17, B36, A29, A31, A38, F7, 77, 81, 89

Sovereign Soreaway ☆☆☆☆☆ 70 G

A rare variety that glitters like gold, and only seems to grow where it's needed.

Effect Fully restores the user's HP.

Acquisition **M)** Leolynx **F)** Everyday General Store **C)** F8, 92

Sovereign Soreaway Sweet ☆☆☆☆☆ 200 G

An extraordinarily rare sweet with a sticky sovereign soreaway syrup center.

Effect Fully restores the party's HP.

Acquisition **M)** Bl-lvion **F)** Everyday General Store **C)** B29

Supreme Sixth Censer ☆☆☆☆☆ 100 G

Rich with fragrance and thick with magic, but rather hard to come by.

Effect Fully restores the user's MP.

Acquisition **M)** Flappy **F)** Everyday General Store **C)** B28

Phoenix Tear ☆☆☆☆☆ 400 G

This jewel burns like the phoenix's fiery heart, rekindling the spirits of the fallen.

Effect Fully restores all KO'd allies' HP.

Acquisition **M)** Twygg

Wizard King's Secret ☆☆☆☆☆ 400 G

A peerlessly potent restorative devised by one of the greatest wizards in history.

Effect Fully restores the party's HP and MP.

Acquisition **M)** Akheilos

Food

Centaur's Blood ☆☆☆☆☆ 30 G

The juice of ripe Hydropolitan grapes, famous for their deep vermillion hue.

Effect More likely to inflict status ailments. Fills you up a little. (+3% chance for 2 mins)

Acquisition **V)** Taverna Akheilos **F)** Tasty's Cookshop

Country Corn Soup ☆☆☆☆☆ 15 G

A warming and hearty soup that's been slowly simmered to perfection.

Effect Slightly boosts resistance to freezing. Fills you up a little. (+10% res. for 2 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop

Crabapple Tea ☆☆☆☆☆ 30 G

Crabapple slices and zingy spices make a tea that leaves you feeling toasty all day.

Effect Slightly boosts resistance to confusion. Fills you up a little. (+10% res. for 2 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop **C)** 17

Dice Dumplings ☆☆☆☆☆ 20 G

Freshly steamed buns, each with a different but equally delectable filling.

Effect Slightly strengthens ranged attacks. Fills you up a little. (+10 dmg. for 2 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop **C)** 30

Freshly Baked Bread ☆☆☆☆☆ 10 G

A simple, homely bread roll with a beautiful brown crust.

Effect Slightly improves physical defense. Fills you up a little. (+10 def. for 2 mins)

Acquisition **V)** Grimalkin Merchant **F)** Tasty's Cookshop **C)** F5, 2

Om-Nom-Nomelet ☆☆☆☆☆ 40 G

A soft, fluffy omelet, cooked with love. Easy to make, and always a winner.

Effect Slightly strengthens melee attacks. Fills you up a reasonable amount. (+10 dmg. for 4 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop

Sardine Sandwich ☆☆☆☆☆ 10 G

A charming, fish-shaped sandwich, perfect for grimalkin on the go.

Effect Slightly improves magical defense. Fills you up a little. (+10 def. for 2 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop

Gotta-Fly Flakes ☆☆☆☆☆ 35 G

A crunchy breakfast cereal that gives you the get-up-and-go to start your day.

Effect Strengthens ranged attacks. Fills you up a little. (+20 dmg. for 2 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop **C)** B25

Hot Streak Spicy Noodles ☆☆☆☆☆ 65 G

Noodles in a chili-infused broth. Comfort food for when your luck finally runs out.

Effect Strengthens melee attacks. Fills you up a reasonable amount. (+20 dmg. for 4 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop **C)** F35

Ice Cream Cornucopia ☆☆☆☆☆ 70 G

Tongue-tinglingly tangy orange and strawberry sorbets in a crisp wafer cone.

Effect Boosts resistance to confusion. Fills you up a reasonable amount. (+20% res. for 4 mins)

Acquisition **V)** Taverna Akheilos **F)** Tasty's Cookshop **C)** B14

Milkmaid's Delight ☆☆☆☆☆ 35 G

A sublime custard pudding that you'd struggle not to scoff in a single sitting.

Effect Makes critical hits slightly more likely. Fills you up a reasonable amount. (+5% chance for 4 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop

Peachy Player's Punch ☆☆☆☆☆ 30 G

A milky drink flavored with peach puree, great for cooling down after a spicy meal.

Effect Slightly boosts critical hit damage. Fills you up a reasonable amount. (x5% dmg. for 4 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop **C)** F25

Potluck Potsticker ☆☆☆☆☆ 40 G

A pork-packed pouch that really sticks to your ribs. Comes in one size: huge.

Effect Slightly improves physical defense. Fills you up to bursting. (+10 def. for 10 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop

Shot-O-Salad ☆☆☆☆☆ 35 G

For when you're too busy to stop and graze, but still need to eat your greens.

Effect Greatly boosts critical hit damage. Fills you up a little. (x15% dmg. for 2 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop

Aquarium Jelly ☆☆☆☆☆ 60 G

A dome of crystal-clear jelly that glistens like the sea in the summer sun.

Effect Boosts water resistance. Fills you up just enough. (+10% res. for 6 mins)

Acquisition **V)** Taverna Akheilos **F)** Tasty's Cookshop

Bona Fide Fried Game ☆☆☆☆☆ 110 G

A hunter's haul of wild meat treats, fried to crispy perfection.

Effect Improves physical defense. Fills you up nicely. (+20 def. for 8 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop

Classy Lassi ☆☆☆☆☆ 80 G

A cooling yogurt drink with a few drops of melon juice for extra refreshment.

Effect Slightly increases light damage. Fills you up a reasonable amount. (x5% dmg. for 4 mins)

Acquisition **F)** Tasty's Cookshop

Cozy Curry ☆☆☆☆☆ 110 G

Not too spicy, not too bland. Aleverything about this homemade curry is just right.

Effect Strengthens melee attacks. Fills you up nicely. (+20 dmg. for 8 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop **C)** A28

Double-Down Dumplings ☆☆☆☆☆ 50 G

Crispy, crunchy dumplings, covered in crushed nuts and served in sets of two.

Effect Makes critical hits more likely. Fills you up a reasonable amount. (+10% chance for 4 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop

Fish Supper ☆☆☆☆☆ 90 G

Freshly fried fish with a generous dollop of tartar sauce. A grimalkin favorite.

Effect Strengthens ranged attacks. Fills you up just enough. (+20 dmg. for 6 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop **C)** A3

Frothy Coffee ☆☆☆☆☆ 70 G

A piping-hot cup of sugary coffee hiding under a hill of whipped cream and honey.

Effect Boosts resistance to sleep. Fills you up a reasonable amount. (+20% res. for 4 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop

Fruits of Fortune ☆☆☆☆☆ 50 G

A fabulous fruit cocktail that tastes almost as sweet as victory.

Effect Boosts fire resistance. Fills you up just enough. (+10% res. for 6 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop

Get-Up-and-Gonuts ☆☆☆☆☆ 50 G

Chocolate or plain? The eternal question. For those who can't have both, that is.

Effect Boosts light resistance. Fills you up just enough. (+10% res. for 6 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop

Good Ol' Eggnog ☆☆☆☆☆ 70 G

A steaming-hot mug of homemade eggnog. Just add winter.

Effect Boosts resistance to freezing. Fills you up a reasonable amount. (+20% res. for 4 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop **C)** 58

Gooey Curry ☆☆☆☆☆ 90 G

A curry with a curious texture that would be rather troubling…if it weren't so nice.

Effect Slightly increases dark damage. Fills you up just enough. (x5% dmg. for 6 mins)

Acquisition **F)** Tasty's Cookshop

Medusa's Hair ☆☆☆☆☆ 90 G

Seafood coiled with snakelike strands of pasta, bathed in a blood-red sauce.

Effect Strengthens magical attacks. Fills you up just enough. (+20 dmg. for 6 mins)

Acquisition **F)** Tasty's Cookshop

Mermaid's Delight ☆☆☆☆☆ 90 G

An unpretentious pasta dish crowned with mellowingly soft fish filets. Perfection.

Effect Improves magical defense. Fills you up just enough. (+20 def. for 6 mins)

Acquisition **V)** Taverna Akheilos, Taverna Kalamari **F)** Tasty's Cookshop

Mush Kebab ☆☆☆☆ 70 G

Grilled skewers of freshly picked mushrooms. Small on frills, big on flavor.

Effect Boosts resistance to confusion. Fills you up a reasonable amount. (+20% res. for 4 mins)

Acquisition **F)** Tasty's Cookshop

Ocean's Bounty ☆☆☆☆ 90 G

A wholesome seafood stew, cooked in the old style with rice, herbs, and spices.

Effect Slightly increases water damage. Fills you up nicely. (x5% dmg. for 8 mins)

Acquisition **V)** Taverna Akheilos **F)** Tasty's Cookshop

Pile o' Pancakes ☆☆☆☆ 80 G

A majestic stack of fluffy pancakes crowned with a heaped helping of fruit.

Effect Boosts dark resistance. Fills you up just enough. (+10% res. for 6 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop

Siren's Salad ☆☆☆☆ 80 G

This light and simple salad of cured and raw fish is a Hydropolitan classic.

Effect Slightly increases wind damage. Fills you up a little. (x5% dmg. for 2 mins)

Acquisition **V)** Taverna Akheilos, Taverna Kalamari **F)** Tasty's Cookshop **C)** B9

Victor's Volcano ☆☆☆☆ 80 G

A dish resembling magma, and not only in color. Fortune favors the bold.

Effect Slightly increases fire damage. Fills you up just enough. (x5% dmg. for 6 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop

Zephyr Zabaglione ☆☆☆☆ 50 G

A light and tangy tropical treat, served chilled. Perfect for stifling summer days.

Effect Boosts wind resistance. Fills you up a reasonable amount. (+10% res. for 4 mins)

Acquisition **V)** Taverna Akheilos **F)** Tasty's Cookshop

Big Cheese Cake ☆☆☆☆ 150 G

Not just the greatest cheesecake ever made'Äithe greatest dessert, period.

Effect Boosts all elemental resistances. Fills you up nicely. (+10% res. for 8 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop

Fruity Fried Rice ☆☆☆☆ 340 G

A rich rice dish flavored with a finely balanced blend of dried fruits and spices.

Effect Greatly improves physical defense. Fills you up nicely. (+30 def. for 8 mins)

Acquisition **F)** Tasty's Cookshop

Gloopy Curry ☆☆☆☆ 150 G

A veritable sultan among curries. Thick, and rich beyond reckoning.

Effect Much likelier to inflict status ailments. Fills you up just enough. (+7% chance for 6 mins)

Acquisition **F)** Tasty's Cookshop

Hot-Tip Tea ☆☆☆☆ 90 G

A richly recommended, albeit rather bitter, brew that fortifies the constitution.

Effect Boosts resistance to poison. Fills you up just enough. (+10% res. for 6 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop

Hydropolitan Stew ☆☆☆☆ 130 G

A hearty dish that brings together all the riches of the sea in a single pot.

Effect Strengthens magical attacks. Fills you up to bursting. (+20 dmg. for 10 mins)

Acquisition **V)** Taverna Akheilos **F)** Tasty's Cookshop

Killer Kebab ☆☆☆☆ 330 G

A meaty miscellany cooked on a spit, from which strips are cut before serving.

Effect Seriously strengthens magical attacks. Fills you up nicely. (+30 dmg. for 8 mins)

Acquisition **F)** Tasty's Cookshop **C)** A41

Kraken's Catch ☆☆☆☆ 320 G

A rustic fried fish dish given a decadent spin with an exquisite sea urchin sauce.

Effect Seriously improves magical defense. Fills you up nicely. (+30 def. for 8 mins)

Acquisition **V)** Taverna Akheilos **F)** Tasty's Cookshop

Lucky Lobster ☆☆☆☆ 340 G

Who could fail to feel fortunate with this luxurious serving of lobster in chili sauce.

Effect Seriously strengthens melee attacks. Fills you up nicely. (+30 dmg. for 8 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop

Mom's Meat Pie ☆☆☆☆ 130 G

A hearty slice of good old-fashioned home cooking—Broadleaf style.

Effect Slightly strengthens all attacks. Fills you up to bursting. (+10 dmg. for 10 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop

The CEO ☆☆☆☆ 140 G

Classy. Enormous. Outstanding. This burger is the boss.

Effect Slightly improves physical & magical defense. Fills you up nicely. (+10 def each for 8 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop

Executive Steak ☆☆☆☆ 400 G

A thick, juicy slice of Grade A steak'Äî the President's personal pick.

Effect Seriously strengthens melee attacks. Fills you up to bursting. (+30 dmg. for 10 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop

Genie Juice ☆☆☆☆ 200 G

A magical mixture of all that's good and wholesome, distilled into a tasty drink.

Effect Seriously stengthens all attacks. Fills you up to bursting. (+30 dmg. for 10 mins)

Acquisition **F)** Tasty's Cookshop

Meat Jackpot ☆☆☆☆ 480 G

A mouth-watering selection of succulent meats, barbecued over a blazing brazier.

Effect Strengthens all attacks. Fills you up nicely. (+20 dmg. for 8 mins)

Acquisition **V)** Sweet Saffron Tea House **F)** Tasty's Cookshop

Molten Curry ☆☆☆☆ 140 G

In the wrong ratio, the spices used in this lethally hot curry can be literally lethal.

Effect Some MP restored when taking damage. Fills you up just enough. (+10% MP per hit for 6 mins)

Acquisition **F)** Tasty's Cookshop

Rocket Fuel ☆☆☆☆ 150 G

A soft drink that's guaranteed to put a spring in your step, or your money back.

Effect MP is gradually restored during battle. Fills you up a reasonable amount. (+3% MP – for 4 mins)

Acquisition **V)** Pepper's Pop-Up Beanery **F)** Tasty's Cookshop

Rosehip Tart ☆☆☆☆ 170 G

One bite of this pretty pink pastry and you'll think everything's coming up roses.

Effect Charged attacks build more quickly. Fills you up nicely. (20% less time for 8 mins)

Acquisition **F)** Tasty's Cookshop

Steak Dinner ☆☆☆☆ 300 G

A succulent steak served with a trio of seasonal vegetables.

Effect Improves physical & magical defense. Fills you up to bursting. (+20 def. for 10 mins)

Acquisition **V)** Hootique **F)** Tasty's Cookshop **C)** F56

Sultan's Crown ☆☆☆☆ 300 G

This delightful dessert gives off a warm glow–before and after you've eaten it.

Effect Greatly boosts resistance to all ailments. Fills you up to bursting. (+30% res. for 10 mins)

Acquisition **F)** Tasty's Cookshop

Candies

Cough Sweet ☆☆☆☆ 1000 G

Eating these rather refreshing sweets will permanently improve one's health. A bit.

Effect Boosts the user's HP by five. (+5 to max. HP)

Acquisition **V)** Mr. Higglesworth

Lemon Drop ☆☆☆☆ 1000 G

Oddly, these eye-wateringly sour sweets make one more dangerous at long range.

Effect Boosts the user's ranged attack by one. (+1 to max. ranged dmg.)

Acquisition **V)** Mr. Higglesworth

Milk Chew ☆☆☆☆ 1000 G

These child-friendly treats are meant to be good for you, and magically, they are.

Effect Boosts the user's magical defense by one. (+1 to max. magical def.)

Acquisition **V)** Mr. Higglesworth

Strawberry Chew ☆☆☆☆ 1000 G

These reassuringly sweet treats actually make one better at fighting. No seriously.

Effect Boosts the user's melee attack by one. (+1 to max. melee dmg.)

Acquisition **V)** Mr. Higglesworth

Treacle Toffee ☆☆☆☆ 1000 G

Eating these unapologetically bitter treats can be quite a bracing experience.

Effect Boosts the user's defense by one. (+1 to max. physical def.)

Acquisition **V)** Mr. Higglesworth

Violet Pastille ☆☆☆☆ 1000 G

This delicate floral treat makes one feel simply magical. and it's not just a feeling.

Effect Boosts the user's magical attack by one. (+1 to max. magical dmg.)

Acquisition **V)** Mr. Higglesworth

Materials

The many Materials in the game are used for everything from completing quests, crafting equipment, or even leveling up your precious Higgledies, so being able to find the ones you want is extremely important. To that end we've provided both an area in the game that you can go to and try to track the item down through enemy drops or foraging points, and also the kingdom facility it can be gathered from if available. Just in case you find yourself in need of some extra Guilders you'll also find the sale price for each item in its entry.

Pebble ★★★★★ — 1 G
An utterly ordinary pebble that's neither useful nor valuable. Exp. 30
Acquisition Everywhere

Grains and Pulses

Beanstalk Giant ★★★★★ — 150 G
A prodigious pea only seen in high places. Pea fanatics call it "the magic bean." Exp. 3200
Acquisition **A)** Crooked Cavern (UFT) **F)** Farm (Full-Fledged)

Blossomwheat ★★★★★ — 15 G
The ears of this wheat are floral in form, and make a fine flour for fancier dishes. Exp. 250
Acquisition **A)** East Wood, Fathomless Forest, Faraway Forest **F)** All Farms, Everyday General Store

Brazen Beans ★★★★★ — 10 G
Bright-red peas packing a punch that can KO even the feistiest fellow flavorant. Exp. 120
Acquisition **A)** Blowtorch Cave, Mugsburrow **F)** Farm (Verdant/Fertile/Flourishing), Everyday General Store

Cosmic Peas ★★★★★ — 90 G
Starry-eyed peas that look like the night sky, and give your cooking a gentle shine. Exp. 1800
Acquisition **A)** Death's Door (IFT), Shabby Shrine (IFT) **F)** Farm (Fertile/Flourishing/Full-Fledged)

Hearty Wheat ★★★★★ — 2 G
Common wheat. Golden brown in color, and great for grinding into flour. Exp. 30
Acquisition **A)** Cloudcoil Canyon, Western Woods, Jumblewoods **F)** Farm (Verdant), Everyday General Store

Jinglewheat ★★★★★ — 5 G
When the wind blows, this wheat gives off a gentle jingle. Makes a light flour. Exp. 60
Acquisition **A)** Forest of Niall, Jumblewoods, Spineshiver Grove **F)** Farm (Verdant/Fertile/Flourishing), Everyday General Store **C)** (x5) 113

Lilywheat ★★★★★ — 50 G
Wetland wheat that bobs on the water's surface. It makes a rather moist flour. Exp. 1000
Acquisition **F)** Farm (Fertile/Flourishing/Full-Fledged)

Mellowfat Peas ★★★★★ — 2 G
A pod of plump green peas. Their gentle flavor lends itself well to home cooking. Exp. 30
Acquisition **A)** Cloudcoil Canyon, Crooked Cavern **V)** Gerel's Shop **F)** Farm (Verdant), Everyday General Store

Wonder Wheat ★★★★★ — 90 G
The grains of this remarkable cereal look exactly like rice, and taste just as good. Exp. 1800
Acquisition **A)** Western Woods (IFT) **F)** Farm (Full-Fledged **C)** (x5) 104

Yaht Peas ★★★★★ — 10 G
Peas that look just like dice. It's said that matching numbers portend good fortune. Exp. 120
Acquisition **A)** Death's Door, Eert Grove, Shabby Shrine **F)** All Farms

Vegetables

Arrowhead Carrot ★★★★★ — 5 G
A sharp carrot that can give you a nasty cut, but is soft and sweet when cooked. Exp. 60
Acquisition **A)** Grotty Grotto, Crosswater Cavern, Floodfall Cave **V)** Gerel's Shop **F)** Farm (Verdant), Everyday General Store

Beaubergine ★★★★★ — 50 G
An aubergine so delectably fresh and firm that it demands to be shown off. Exp. 1000
Acquisition **F)** Farm (Fertile/Flourishing/Full-Fledged)

Classic Cabbage ★★★★★ — 5 G
A perfect cabbage that's strikingly cabbage-like in every conceivable way. Exp. 60
Acquisition **A)** Floodfall Cave, Tidewash Cave, Eert Grove **F)** Farm (Verdant/Fertile/Flourishing), Everyday General Store

Crybaby Onion ★★★★★ — 2 G
Attempt to cut this onion unprepared, and it'll only end in tears. Exp. 30
Acquisition **A)** Cloudcoil Canyon **F)** Farm (Verdant), Everyday General Store

Lampkin ★★★★★ — 150 G
A peculiar pumpkin that gives off a low, candle-like glow when it's ripe. Exp. 3200
Acquisition **A)** Crooked Cavern (UFT), Jumblewoods (UFT), Spineshiver Grove (UFT) **F)** Farm (Full-Fledged)

Looneycorn ★★★★★ — 50 G
Sweetcorn with a crazy swirl, and a taste that'll leave you grinning from ear to ear. Exp. 1000
Acquisition **A)** East Wood (IFT), Fathomless Forest (IFT), Shrine That Time Forgot (IFT) **F)** Farm (Fertile/Flourishing/Full-Fledged)

Prism Pepper ★★★★★ — 90 G
A rainbow-colored pepper whose every stripe brings with it a different flavor. Exp. 1800
Acquisition **A)** Runaway Cave (IFT), Dugout (IFT) **F)** Farm (Full-Fledged) **C)** (x2) 128

Radiant Radish ★★★★★ — 28 G
A radish with a bewitching glow. Its flavor is bittersweet…like first love. Exp. 560
Acquisition **A)** Shrine of Unity, Freezybones Cave, Shivery Shrine **F)** All Farms **C)** (x3) 830

Rugged Spud ★★★★★ — 15 G
A brave little spud that can withstand both bitter cold and scorching heat. Exp. 250
Acquisition **A)** Blowtorch Cave, Mugsburrow **F)** All Farms, Everyday General Store **C)** (x3) A39

Sun-Kissed Tomato ★★★★★ — 5 G
Tomatoes that glow like sunset. The more sun they get, the warmer the glow. Exp. 60
Acquisition **A)** Forest of Niall, Shiverwood Shrine **F)** Farm (Verdant/Fertile/Flourishing), Everyday General Store

Fruit

Awwberries ★★★★★ — 10 G
Charming little strawberries that are so sweet, it's almost a shame to eat them. Exp. 120
Acquisition **A)** Abyss, Shrine of Pining, Faraway Forest **F)** All Market Gardens, Everyday General Store

Bananza ★★★★★ — 5 G
Bananas so beguiling that they once caused a war. Dangerously delicious. Exp. 60
Acquisition **F)** Market Garden (Minor/Medium), Everyday General Store

Blushing Peach ★★★★★ — 50 G
A perfect peach that's almost too fragile to touch. Handle with care. Exp. 1000
Acquisition **F)** Market Garden (Major/Massive)

Good-Time Grapes ★★★★★ — 10 G
Grapes with a leafy stem skin to a hat. Never has foliage seemed so fashionable. Exp. 120
Acquisition **A)** Capaneus's Crypt, Shrine That Time Forgot **F)** All Market Gardens, Everyday General Store

Moongo ★★★★★ — 150 G
A rather rare fruit that thrives in moonlight but withers in the sun. Exp. 3200
Acquisition **A)** Death's Door (IFT), Shabby Shrine (IFT) **F)** Market Garden (Major/Massive)

Noon Glory ★★★★★ — 150 G
A finicky fruit that must be harvested at midday, and definitely not "late on." Exp. 3200
Acquisition **A)** Blowtorch Cave (UFT), Mugsburrow (UFT), Sunshade Shrine (UFT) **F)** Market Garden (Massive)

Quiltaloupe ★★★★★ — 50 G
A melon with a criss-cross quilt pattern. Cut along the lines for bite-sized bits. Exp. 1000
Acquisition **F)** All Market Gardens

Rhino Pineapple ★★★★★ — 90 G
A surprisingly sweet fruit with a rough, tough skin that's almost like armor. Exp. 1800
Acquisition **A)** Capaneus's Crypt (IFT), Shrine of Pining (IFT) **F)** Market Garden (Major/Massive)

Swirly Apple ★★★★★ — 2 G
These start out green or red, but soon develop a swirl that makes them both. Exp. 30
Acquisition **A)** Cloudcoil Canyon, Grotty Grotto, Crosswater Cavern **F)** Market Garden (Minor/Medium), Everyday General Store

Thorngerine ★★★★★ — 5 G
A fearsome fruit covered in spikes that get sharper as it ripens. Exp. 60
Acquisition **A)** Runaway Cave, Dugout, Jumblewoods **F)** Market Garden (Minor/Medium), Everyday General Store

Meat

Bony Bits ★★★★★ — 10 G
A treat for those who prefer the fatty matter close to the bone to actual meat. Exp. 120
Acquisition **M)** Charfinch, Zapwing (Lv.10) **F)** Ranch (Sleepy/Chirpy/Lively), Everyday General Store

Brawny Meat ★★★★★ — 50 G
A tough cut of meat that softens up wonderfully in soups and stews. Exp. 1000
Acquisition **M)** Wavewyrm, Snagglewolf (Lv.20), Zagg **F)** Ranch (Lively/Raucous)

Chunky Meat ★★★★★ — 15 G

A no-nonsense cut that amply rewards the extra effort required to chew it.

Exp. 250

Acquisition **M)** Snagglewolf (Lv.25), Thogg (Lv.20), Charfinch (Lv.25) **F)** Ranch (Lively), Everyday General Store

Gamey Meat ★★★★★ — 200 G

Meat on the bone for those who like their food to come with a whiff of the wild.

Exp. 5000

Acquisition **M)** Thogg (Lv.35), Zagg (Lv.35) **F)** Ranch (Raucous)

Lardons ★★★★★ — 50 G

A particularly fatty cut of meat often used to get frying pans good and greasy.

Exp. 1000

Acquisition **M)** Quiverine (Lv.35), Zagg (Lv.30) **F)** Ranch (Chirpy/Raucous)

Lean Meat ★★★★★ — 5 G

A cut of low-fat white meat that is often eaten by people trying to keep trim.

Exp. 60

Acquisition **M)** Hedgehound, Zapwing **F)** Ranch (Sleepy), Everyday General Store

Melt-in-the-Mouth Meat ★★★★★ — 200 G

A thick cut of soft, tender meat with a wonderfully delicate flavor.

Exp. 5000

Acquisition **M)** Wavewyrm (Lv.40), Windwyrm (Lv.40) **F)** Ranch (Raucous)

Middling Meat ★★★★★ — 10 G

Thin slices of meat that can be cooked quickly. Easy to find and tasty enough.

Exp. 120

Acquisition **M)** Hedgehound (Lv.10), Quiverine, Snagglewolf **F)** Ranch (Sleepy), Everyday General Store

Mystery Meat ★★★★★ — 50 G

Apparently, it's very good for you—if you can get past its taste and texture.

Exp. 1000

Acquisition **M)** Quiverine (Lv.20), Thogg, Charfinch (Lv.25) **F)** Ranch (Chirpy/Raucous)

Tender Tripe ★★★★★ — 28 G

Fatty meat with plenty of flavor. You'd swear it got tastier with every chew.

Exp. 500

Acquisition **M)** Windwyrm, Hedgehound (Lv.10), Zapwing (Lv.10) **F)** Ranch (Sleepy/Chirpy/Lively), Everyday General Store

Fish

Blimpfish ★★★★★ — 90 G

This little fish inflates like a balloon when afraid. Poisonous if improperly prepared.

Exp. 1800

Acquisition **V)** Taverna Kalamari **F)** Fish Market (Fresher/Freshest/Fine/Fabulous)

Breamweaver ★★★★★ — 150 G

A fish served at celebratory feasts. The grander its fin, the luckier it's said to be.

Exp. 3200

Acquisition **F)** Fish Market (Fine/Fabulous)

Coy Carp ★★★★★ — 5 G

A skittish fish that tastes of mud—though it would rather you didn't find out.

Exp. 60

Acquisition **F)** Fish Market (Fresh), Everyday General Store

Cuttyfish ★★★★★ — 28 G

A swashbuckling swordfish of the high seas. Wilder fish make for a tastier dish.

Exp. 500

Acquisition **F)** Fish Market (Fresh/Fresher/Freshest)

Devilish Fish ★★★★★ — 50 G

A frightful fish with a demonic demeanor that scares off all but the bravest cooks.

Exp. 1000

Acquisition **F)** Fish Market (Fresher/Freshest/Fine/Fabulous)

Flexible Fish ★★★★★ — 15 G

A freshwater fish with a mild flavor that makes it suitable for almost any dish.

Exp. 250

Acquisition **V)** Taverna Kalamari **F)** Fish Market (Fresh), Everyday General Store

Frilly Fish ★★★★★ — 15 G

Elusive fish found only in crystal waters. Joy is said to await those who catch one.

Exp. 250

Acquisition **V)** Taverna Kalamari **F)** Fish Market (Fresh), Everyday General Store

Swish Fish ★★★★★ — 50 G

A stylish sea fish that swims up rivers to spawn. Its fatty flesh is fabulous fried.

Exp. 1000

Acquisition **F)** Fish Market (Fresher/Freshest/Fine/Fabulous), Everyday General Store

Trophy Fish ★★★★★ — 300 G

This gigantic fish swims faster than the eye can see. Ever "the one that got away."

Exp. 6000

Acquisition **F)** Fish Market (Fabulous)

Wriggly Eel ★★★★★ — 15 G

The flesh of this snakelike fish melts in the mouth, and can fetch a high price.

Exp. 250

Acquisition **V)** Taverna Kalamari **F)** Fish Market (Fresh/Fresher/Freshest), Everyday General Store

Seafood

Fab Crab ★★★★★ — 300 G

The colossal claws of this king among crabs crush all other culinary crustacea.

Exp. 6000

Acquisition **M)** Helly Jelly (Lv.40) **F)** Fish Market (Fabulous)

Glam Clams ★★★★★ — 2 G

A smallish mollusk found in shallow waters. It's coveted for its colorful shell.

Exp. 30

Acquisition **F)** Fish Market (Fresh), Everyday General Store

Scariwinkle ★★★★★ — 28 G

A stubborn little sea snail safely sealed inside a spiky spiral shell.

Exp. 500

Acquisition **A)** Dampshoe Cave **M)** Fangfish **V)** Taverna Kalamari **F)** Fish Market (Fresh/Fresher/Freshest), Everyday General Store **C)** (x3) B8

Seaslik ★★★★★ — 15 G

This seaweed may look like a scarf, but it belongs in soup, not round your neck.

Exp. 250

Acquisition **M)** Stellar Jelly **F)** Fish Market (Fresh), Everyday General Store

Socktopus ★★★★★ — 50 G

This octopod brawler pummels prey with all eight limbs. Preparing it is tough work.

Exp. 1000

Acquisition **M)** Helly Jelly **F)** Fish Market (Fresher/Freshest/Fine/Fabulous)

Splendid Squid ★★★★★ — 28 G

A noble squid blessed with a pure heart… that's best eaten fresh!

Exp. 500

Acquisition **M)** Jellies **F)** Fish Market (Fresher/Freshest/Fine/Fabulous)

Swayweed ★★★★★ — 5 G

Supple seaweed from the ocean floor. Nutrient-rich, and often used in potions.

Exp. 60

Acquisition **F)** Fish Market (Fresh), Everyday General Store

Swellfish ★★★★★ — 10 G

A succulent scallop squeezed inside a multicolored shell the size of your palm.

Exp. 120

Acquisition **M)** Fangfish **F)** Fish Market (Fresh/Fresher/Freshest), Everyday General Store

Top Lobster ★★★★★ — 300 G

This lordly lobster's powerful pincers put even the sharpest shears to shame.

Exp. 6000

Acquisition **M)** Fangfish (Lv.40) **F)** Fish Market (Fine/Fabulous)

Wee Urchins ★★★★★ — 200 G

Spiny sea creatures that like to hide in corners, giving them a square shape.

Exp. 5000

Acquisition **A)** Dampshoe Cave (IFT) **M)** Stellar Jelly (Lv.30) **V)** Taverna Kalamari **F)** Fish Market (Fresher/Freshest/Fine/Fabulous)

Dairy Products

Better Butter ★★★★★ — 50 G

A bit of butter that's better in every way, made from the richest, creamiest milk.

Exp. 1000

Acquisition **A)** Dampshoe Cave (IFT), Shrine of Pining (IFT) **F)** Ranch (Lively/Raucous)

Churned Butter ★★★★★ — 10 G

A plain pat of butter with a rather mild taste. Careful, it's quite quick to melt.

Exp. 120

Acquisition **A)** Abyss, Dampshoe Cave, Shrine of Pining **F)** Ranch (Sleepy/Chirpy/Lively), Everyday General Store

Creamy Cheese ★★★★★ — 10 G

Soft cheese, ripened for three months. It has a clean, simple flavor.

Exp. 120

Acquisition **A)** Factory Floors, Powder Keg Cavern, Fathomless Forest **F)** Ranch (Chirpy/Lively), Everyday General Store

Fresh Milk ★★★★★ — 10 G

A cool bottle of skimmed milk. Not too expensive, and good to have on hand.

Exp. 120

Acquisition **A)** Cloudcoil Canyon, Grotty Grotto, Crosswater Cavern **F)** Ranch (Sleepy), Everyday General Store

Mature Cheese ★★★★★ — 50 G

Pungent, powerful cheese that's been ripened for a modest one-hundred years.

Exp. 1000

Acquisition **A)** Powder Keg Cavern (IFT), Fathomless Forest (IFT), Sublime Shrine (IFT) **F)** Ranch (Lively/Raucous)

Quadruple Cream ★★★★★ — 50 G

A lovely dollop of cream that's the stuff dreams are made of.

Exp. 1000

Acquisition **A)** Floodfall Cave (IFT), Tidewash Cave (IFT), Unsung Shrine (IFT) **F)** Ranch (Chirpy/Raucous)

Scrumptious Yogurt ★★★★★ — 50 G

A dreamy pot of yogurt that can completely transform any dish.

Exp. 1000

Acquisition **F)** Ranch (Raucous)

Single Cream ★★★★★ — 10 G

A soft, sweet, dollop of cream. Used to make cakes and confectionary.

Exp. 120

Acquisition **A)** Floodfall Cave, Tidewash Cave, Unsung Shrine **F)** Ranch (Sleepy), Everyday General Store **C)** (x3) F48

Thick Yogurt ★★★★★ — 10 G

A pot of creamy yogurt that adds a slightly sour tang to your cooking.

Exp. 120

Acquisition **F)** Ranch (Sleepy), Everyday General Store

Whole Milk ★★★★★ — 50 G

Sublimely rich and creamy milk that will ruin all other kinds of milk for you.

Exp. 1000

Acquisition **A)** Grotty Grotto (IFT), Crosswater Cavern (IFT), Turnbledown Shrine (IFT) **F)** Ranch (Chirpy/Raucous)

Eggs

Amiable Egg ★★★★★ — 28 G

An odd egg with smile-like markings. The bigger the smile, the stronger the flavor.

Exp. 500

Acquisition **A)** Shrine of Unity, Freezybones Cave, Shivery Shrine **F)** Ranch (Chirpy/Lively/Raucous)

Bad Egg ★★★★★ — 15 G

No one's quite sure what laid it, but it's actually not as bad as it looks.

Exp. 250

Acquisition **A)** Factory Floors, Powder Keg Cavern, East Wood **F)** Ranch (Chirpy/Lively/Raucous)

Dinky Eggs ★★★★★ — 5 G

Tiny, thimble-sized eggs that are packed with flavor and goodness.

Exp. 60

Acquisition **A)** Runaway Cave, Dugout, Spineshiver Grove **F)** Ranch (Sleepy), Everyday General Store

Egg Shell ☆☆☆☆☆ — 50 G
Handle with care. Careless cracking will result in an almighty eggsplosion. — Exp. 1000
Acquisition **A)** Sunshade Shrine (IFT), Bleachbone Shrine (IFT) **F)** Ranch (Raucous)

Golden Egg ☆☆☆☆☆ — 150 G
A gorgeously glittering egg that looks delux and tastes delightful. — Exp. 3200
Acquisition **A)** Unsung Shrine (UFT), Shabby Shrine (UFT) **F)** Ranch (Raucous)

Good Egg ☆☆☆☆☆ — 2 G
An everyday egg, large enough to fit in the palm of your hand. — Exp. 30
Acquisition **A)** Cloudcoil Canyon, Western Woods **V)** Gerel's Shop **F)** Ranch (Sleepy), Everyday General Store

Jazz Egg ☆☆☆☆☆ — 10 G
An eye-catching egg for when the good times roll. Changes color when boiled. — Exp. 120
Acquisition **A)** Shiverwood Shrine **F)** Ranch (Sleepy/Chirpy/Lively), Everyday General Store

Lesser-Spotted Egg ☆☆☆☆☆ — 15 G
A rather unassuming egg that blends in with its surroundings. — Exp. 250
Acquisition **A)** Forest of Niall **F)** Ranch (Sleepy/Chirpy/Lively), Everyday General Store

Mammoth Egg ☆☆☆☆☆ — 90 G
An enormous egg, thirty-times the size of an ordinary one. Tastes the same, mind. — Exp. 1800
Acquisition **A)** Forest of Niall (IFT) **F)** Ranch (Raucous)

Uptown Egg ☆☆☆☆☆ — 10 G
A chicly shelled egg with a light and silky texture. Pleasing to look at and to eat. — Exp. 120
Acquisition **A)** Abyss, Capaneus's Crypt **F)** Ranch (Sleepy/Chirpy/Lively), Everyday General Store

Mushrooms

Bluesky Buttontops ☆☆☆☆☆ — 15 G
Mushrooms whose tastiness corresponds to the cloudlessness of their caps. — Exp. 250
Acquisition **A)** Capaneus's Crypt **F)** Lumberyard (Branching/Spreading/Flourishing/Towering)

Cobbler's Nails ☆☆☆☆☆ — 5 G
Solid if unspectacular mushrooms that can be used to round out most meals. — Exp. 60
Acquisition **A)** Forest of Niall, Sundown Woods, Faraway Forest **F)** Lumberyard (Budding), Everyday General Store

Cutesy Pops ☆☆☆☆☆ — 50 G
Sickly sweet mushrooms that look cute, but are too cloying to enjoy. — Exp. 1000
Acquisition **A)** Forest of Niall (IFT) **M)** Mumshroom (Lv.30) **F)** Lumberyard (Branching/Spreading/Flourishing/Towering)

Dusk Star ☆☆☆☆☆ — 200 G
An extremely rare mushroom that grows only at night, and vanishes at dawn. — Exp. 5000
Acquisition **A)** Death's Door (UFT) **M)** Glumshroom (Lv.40) **F)** Lumberyard (Towering)

Grandad's Chair ☆☆☆☆☆ — 28 G
This firm old fungus is solid enough to sit on. A bit bitter, but good for potions. — Exp. 500
Acquisition **A)** Powder Keg Cavern, East Wood, Sublime Shrine **F)** Lumberyard (Branching/Spreading/Flourishing/Towering)

Gunkshrooms ☆☆☆☆☆ — 5 G
Gooey, slippery mushrooms that can be squeezed to grease pots and pans. — Exp. 60
Acquisition **A)** Forest of Niall **M)** Mumshroom **F)** Lumberyard (Budding/Branching/Spreading), Everyday General Store

Mock Toadstool ☆☆☆☆☆ — 2 G
It may look poisonous, but this friendly fungus is actually eminely edible. — Exp. 30
Acquisition **A)** Forest of Niall, Sundown Woods, Shiverwood Shrine **F)** Lumberyard (Budding), Everyday General Store **C)** (x5) 25

Moonbeam Mushrooms ☆☆☆☆☆ — 10 G
Glow-in-the-dark mushrooms with a surprisingly crunchy texture. — Exp. 120
Acquisition **A)** Forest of Niall, Shiverwood Shrine **M)** Mumshroom (Lv.15), Glumshroom (Lv.20) **F)** Lumberyard (Budding), Everyday General Store

Sweet Dream Truffle ☆☆☆☆☆ — 150 G
Rare and exquisite truffles that whisk you away to a peaceful and happy sleep. — Exp. 3200
Acquisition **A)** Forest of Niall (IFT) **F)** Lumberyard (Flourishing/Towering)

Toadstool ☆☆☆☆☆ — 2 G
Though poisonous in part, this fearsome fungus can be eaten if properly prepared. — Exp. 30
Acquisition **A)** Forest of Niall **M)** Glumshroom **F)** Lumberyard (Budding/Branching/Spreading), Everyday General Store

Secret Ingredients

Bitter Broth ☆☆☆☆☆ — 28 G
Unbelievably bitter, but a drop or two can do wonders for a dish's flavor. — Exp. 500
Acquisition **V)** Swift Solutions

Deathbreath Garlic ☆☆☆☆☆ — 90 G
There's no denying what this garlic can do for a dish's flavor…but the smell… — Exp. 1800
Acquisition **F)** Bazaar (Bountiful/Wondrous)

Munchy Nut ☆☆☆☆☆ — 5 G
A crunchy, flavorsome nut with a winning hint of sweetness. — Exp. 60
Acquisition **A)** Cloudcoil Canyon, Crooked Cavern, Runaway Cave **F)** Bazaar (Humble/Thriving), Everyday General Store

Prickled Pepper ☆☆☆☆☆ — 10 G
A super-spicy pepper that will leave your mouth burning for days. — Exp. 120
Acquisition **A)** Floodfall Cave, Tidewash Cave, Eert Grove **V)** Lucky Lotus Emporium **F)** Bazaar (Humble/Bustling), Everyday General Store

Runny Honey ☆☆☆☆☆ — 15 G
Honey so sweet, you'll never need more than the smallest spoonful. — Exp. 250
Acquisition **A)** Forest of Niall, Sundown Woods **F)** All Bazaars, Everyday General Store

Secret Sauce ☆☆☆☆☆ — 200 G
A rich, thick sauce that adds more than a little je ne sais quoi to a dish. — Exp. 5000
Acquisition **F)** Everyday General Store (SQ116)

Sheermint ☆☆☆☆☆ — 50 G
A fragrant sprig of cooling mint. Adds a refreshing twang to any dish. — Exp. 1000
Acquisition **A)** Western Woods (IFT), Tumbledown Shrine (IFT) **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous)

Shooting Star Salt ☆☆☆☆☆ — 28 G
The grains of this salt look like tiny stars, and some even claim it came from space. — Exp. 500
Acquisition **A)** Abyss **F)** All Bazaars, Everyday General Store

Sour Salts ☆☆☆☆☆ — 28 G
A strikingly sharp seasoning said to taste like an otherworldly fruit called a "lemon." — Exp. 500
Acquisition **V)** Coral Diadem

Stardust Pepper ☆☆☆☆☆ — 28 G
One shake of this sparkling pepper will have your dish looking like a sea of stars. — Exp. 500
Acquisition **V)** Poplar Produce

Light Cloth

Celestial Silk ☆☆☆☆☆ — 300 G
Sacred cloth said to have fallen from the heavens many, many moons ago. — Exp. 8000
Acquisition **S)** Dreamer's Maze (No. 10)

Cool Cloth ☆☆☆☆☆ — 28 G
Crisp cloth decorated with an intricate pattern that's very much on trend. — Exp. 500
Acquisition **V)** Taskmaster **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous), Everyday General Store

Fairy's Breath Silk ☆☆☆☆☆ — 200 G
Breathtakingly light cloth, spun by fairies and protected by their magic. — Exp. 5000
Acquisition **F)** Bazaar (Wondrous)

Heavy-Duty Cloth ☆☆☆☆☆ — 10 G
Hardy cloth that's fairly light but tough enough for making into work clothes. — Exp. 120
Acquisition **A)** Abyss, Capaneus's Crypt **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store

Plain Cloth ☆☆☆☆☆ — 2 G
Simple white cloth that's light, airy, and highly versatile. — Exp. 30
Acquisition **A)** Old Well, Crooked Cavern, Jumblewoods **F)** Bazaar (Humble), Everyday General Store

Quality Cloth ☆☆☆☆☆ — 15 G
Soft, sleek, satin cloth often used for party dresses and other finery. — Exp. 250
Acquisition **A)** Factory Floors, Nazcaä, Fathomless Forest **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store

Sackcloth ☆☆☆☆☆ — 5 G
Roughspun, natural fabric that's rather rustic in both feel and appearance. — Exp. 60
Acquisition **A)** Floodfall Cave, Unsung Shrine, Shabby Shrine **F)** Bazaar (Humble), Everyday General Store

Seraphic Silk ☆☆☆☆☆ — 50 G
Fine fabric that shimmers like the wings of angels. Often used for bridal wear. — Exp. 1000
Acquisition **A)** Shrine of Unity (IFT), Freezybones Cave (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous) **C)** (x3) 118

Spectral Silk ☆☆☆☆☆ — 90 G
Ghostly, gossamer fabric that emits a low moan when the wind blows through it. — Exp. 1800
Acquisition **A)** Old Well (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bountiful/Wondrous) **C)** (x5) 76

Spritefire Silk ☆☆☆☆☆ — 150 G
A striking, scarlet fabric that flickers like flames, enchanting all who gaze upon it. — Exp. 3200
Acquisition **A)** Nazcaä (UFT) **F)** Bazaar (Bountiful/Wondrous) **C)** (x3) 86

Heavy Cloth

Comfy Cloth ☆☆☆☆☆ — 10 G
Warm, soft, pliable cloth that's gentle on the skin and prized in colder climes. — Exp. 120
Acquisition **A)** Floodfall Cave, Death's Door, Unsung Shrine **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store

Cozy Cloth ☆☆☆☆☆ — 15 G
Reassuringly thick cloth that's just right for carpets, curtains, and cushions. — Exp. 250
Acquisition **A)** Factory Floors, Fathomless Forest, Shrine That Time Forgot **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store

Fluffy Cloth ☆☆☆☆☆ — 28 G
Soft and cuddly cloth in whose warm embrace one would gladly stay forever. — Exp. 500
Acquisition **A)** Shrine of Unity, Freezybones Cave, Shivery Shrine **V)** Taskmaster **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous), Everyday General Store

Footman's Brocade ★★★★☆ — 50 G

Spun by a hardworking master weaver, this cloth is elegant in its simplicity. — Exp. 1000

Acquisition **A)** Jumblewoods (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous)

King's Brocade ★★★★★ — 300 G

Majestic cloth which only the worthy few may ever hope to touch. — Exp. 8000

Acquisition **S)** Dreamer's Maze (No.10)

Knight's Brocade ★★★★☆ — 90 G

Light and lustrous cloth fit for a gallant knight in shining armor. — Exp. 1800

Acquisition **A)** Mugsburrow (IFT), Bleachbone Shrine (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bountiful/Wondrous) **C)** (x3) A44

Queen's Brocade ★★★★★ — 200 G

Exquisite cloth that exudes power, prestige, and presence. — Exp. 5000

Acquisition **F)** Bazaar (Wondrous)

Rook's Brocade ★★★★☆ — 150 G

Hardwearing, multilayered cloth redolent of rugged masculinity. — Exp. 3200

Acquisition **A)** Fathomless Forest (UFT), Shrine That Time Forgot (UFT) **F)** Bazaar (Bountiful/Wondrous) **C)** (x3) 94

Rough Cloth ★★★★★ — 2 G

Old but sturdy cloth that produces thick clouds of dust whenever you whack it. — Exp. 30

Acquisition **A)** Cloudcoil Canyon, Grotty Grotto, Crosswater Cavern **F)** Bazaar (Humble), Everyday General Store

Stonewashed Cloth ★★★★★ — 5 G

Casual cloth that may not be decorative, but is light and comfortable nonetheless. — Exp. 60

Acquisition **A)** Forest of Niall, Shiverwood Shrine **F)** Bazaar (Humble), Everyday General Store

Wool

Hardwearing Wool ★★★★★ — 10 G

Fiery red wool. Just looking at it makes you feel warm and cozy. — Exp. 120

Acquisition **A)** Floodfall Cave, Eert Grove, Unsung Shrine **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Every-day General Store **C)** (x3) 110

Heartwarming Wool ★★★★★ — 5 G

Soft green wool reminiscent of a fresh spring day. It feels good against the skin. — Exp. 60

Acquisition **A)** Forest of Niall, Sundown Woods **F)** Bazaar (Humble), Everyday General Store

Impure Wool ★★★★★ — 200 G

Yarn spun from the hair of a creature of darkness. Some claim it is cursed... — Exp. 5000

Acquisition **F)** Bazaar (Wondrous)

Lovely Wool ★★★★★ — 28 G

Warm yet weightless wool that feels like sunlight on your skin. — Exp. 500

Acquisition **A)** Blowtorch Cave, Sunshade Shrine **V)** Taskmaster **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous), Everyday General Store

Ponderwool ★★★★★ — 50 G

A sophisticated style of yarn used in knitwear favored by intellectuals. — Exp. 1000

Acquisition **A)** East Wood (IFT), Sublime Shrine (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous)

Pure Wool ★★★★★ — 150 G

Shimmering, pristine yarn made from the finest fibers and crystal-clear water. — Exp. 3200

Acquisition **A)** Old Well (UFT), Tumbledown Shrine (UFT) **F)** Bazaar (Bountiful/Wondrous)

Snuggly Wool ★★★★★ — 15 G

Pretty pink wool, perfect for knitting sweet little presents. — Exp. 250

Acquisition **A)** Factory Floors, East Wood, Sublime Shrine **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Every-day General Store **C)** (x3) 96

Wild Wool ★★★★★ — 2 G

Rough, unadorned wool that still smells a little like the animal it came from. — Exp. 30

Acquisition **A)** Runaway Cave **F)** Bazaar (Humble), Everyday General Store

Witch's Wool ★★★★★ — 90 G

A rare and precious type of wool. Few know its true origin, or how it's made. — Exp. 1800

Acquisition **A)** Nazcaä (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bountiful/Wondrous)

Wonder Wool ★★★★★ — 300 G

Items made of this amazing rainbow-hued yarn seem to reflect the knitter's mood. — Exp. 8000

Acquisition **S)** Dreamer's Maze (No.10)

Leather

Dark and Scaly Leather ★★★★★ — 10 G

Pitch-black leather that looks as if it were made from the very night itself. — Exp. 120

Acquisition **M)** Wyvern Warlord (Lv.11), Wicked Wyvern, Windwyrm, Manticore **V)** Taskmaster **F)** Hunting Lodge No. 1-3, Everyday General Store

Dark and Stormy Leather ★★★★★ — 15 G

Slick, dark leather with scales that glisten like raindrops. — Exp. 250

Acquisition **M)** Porc, Wyvern (Lv.21), Wavewyrm, Brillanticore, Fangfish **V)** Taskmaster **F)** Hunting Lodge No. 1, Hunting Lodge No. 2 & 3, Everyday General Store

Gnarly Leather ★★★★★ — 50 G

Eye-catching leather with a golden gleam. For people who like to stand out. — Exp. 1000

Acquisition **M)** Porc (Lv.35), Wyvern (Lv.35), Wildfire/Wicked Wyvern (Lv.35), Adamanticore **V)** Taskmaster (Ch.7-0) **F)** Hunting Lodge No. 2-5

Knobbly Leather ★★★★★ — 28 G

Leather with a nice, bumpy texture to it. Extremely tough and difficult to work. — Exp. 500

Acquisition **M)** Porc Chopper (Lv.30), Porc Skewerer, White Wyvern (Lv.30), Manticore (Lv.30, Tropical Fangfish **V)** Taskmaster **F)** Hunting Lodge No. 2-5, Everyday General Store

Savage Leather ★★★★★ — 150 G

Leather with a raw, untamed feel to it. It still has the stench of a brutal beast. — Exp. 3200

Acquisition **M)** Porc Chopper (Lv.50), Wyvern (Lv.50), Wildfire Wyvern (Lv.50), Wavewyrm (Lv.50), Manticore (Lv.50), Brillanticore (Lv.50), Tropical Fangfish (Lv.50) **F)** Hunting Lodge No. 4-5

Shabby Leather ★★★★★ — 2 G

A ratty bit of worn leather. It's thin and pliable, making it easy to reuse. — Exp. 30

Acquisition **M)** Wyvern, Wyvern Warlord **F)** Hunting Lodge No. 1, Everyday General Store

Shoe Leather ★★★★★ — 5 G

Smooth leather that's been polished to a glossy shine. — Exp. 60

Acquisition **M)** Porc Chopper, Wildfire/White Wyvern **F)** Hunting Lodge No. 1, Everyday General Store

Sparkly Leather ★★★★★ — 200 G

Bright-blue leather that glitters like polished sapphires. Remarkably tough. — Exp. 5000

Acquisition **M)** Porc (Lv.65), Porc Chopper (Lv.65), Wyvern Warlord (Lv.65), Wildfire/Wicked Wyvern (Lv.65), Wavewyrm (Lv.65), Manticore (Lv.65), Brillanticore (Lv.65), Fangfish (Lv.65) **F)** Hunting Lodge No. 5

Twinkly Leather ★★★★★ — 300 G

Remarkably rare leather that looks as if it were studded with rubies. — Exp. 8000

Acquisition **M)** Porc Skewerer (Lv.80), White Wyvern (Lv.80), Windwyrm (Lv.80), Adamanticore (Lv.80)

Wild Leather ★★★★★ — 90 G

Leather made from the prized catches of veteran hunters, bearing nary a scratch. — Exp. 1800

Acquisition **M)** Porc Skewerer (Lv.42), Wyvern Warlord (Lv.42), White Wyvern (Lv.42), Windwyrm (Lv.42), Adamanticore (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Hunting Lodge No. 4-5

Fur

Fearless Fur ★★★★★ — 15 G

A regal mane of bristly hair that warns would-be attackers to steer well clear. — Exp. 250

Acquisition **M)** Whamster Banger (Lv.21), Grimchilla Banger/Clanger/Splasher (Lv.21), Quiverine (Lv.21), Thogg **V)** Taskmaster **F)** Hunting Lodge No. 1-3, Everyday General Store

Fierce Fur ★★★★★ — 10 G

A beastly fur whose every hair stands on end giving it a wild and ferocious look. — Exp. 120

Acquisition **M)** Whamster Banger/Pranger (Lv.11), Grimchilla Pranger, Hedgehound (Lv.11), Snagglewolf, Manticore **V)** Taskmaster **F)** Hunting Lodge No. 1-3, Everyday General Store

Fine Fur ★★★★★ — 28 G

Pale fur resembling a wispy white cloud. Soft, warm, and ever so cozy. — Exp. 500

Acquisition **M)** Whamster Pranger (Lv.30), Grimchilla Pranger/Clanger (Lv.30), Hedgehound (Lv.30), Brillanticore, Zagg **V)** Taskmaster **F)** Hunting Lodge No. 2-5, Everyday General Store

Flowing Fur ★★★★★ — 50 G

Fluffy candyfloss fur. Fall asleep in this and your dreams are certain to be sweet. — Exp. 1000

Acquisition **M)** Whamster Clanger (Lv.35), Grimchilla Banger/Clasher (Lv.35), Snagglewolf (Lv.35), Manticore (Lv.35), Adamanticore, Thogg (Lv.35) **V)** Taskmaster (Ch.7-0) **F)** Hunting Lodge No. 2-5

Heavenly Fur ★★★★★ — 300 G

The immaculate fur of a sacred beast, which no impurity can ever besmirch. — Exp. 8000

Acquisition **M)** Manticore (Lv.80), Brillanticore (Lv.80), Zagg (Lv.80)

Hellish Fur ★★★★★ — 200 G

The vile fur of a wicked beast that crawled up from the bowels of the earth. — Exp. 5000

Acquisition **M)** Grimchilla Banger/Pranger/Clasher (Lv.65), Quiverine (Lv.65), Snagglewolf (Lv.65), Adamanticore (Lv.65), Thogg (Lv.65) **F)** Hunting Lodge No. 5

Rugged Fur ★★★★★ — 5 G

This fur can seem a bit rough at first, but it develops a certain charm with use. — Exp. 60

Acquisition **M)** Whamster Clanger (Lv.7), Grimchilla Banger/Clanger/Splasher/Clasher, Quiverine **F)** Hunting Lodge No. 1, Everyday General Store

Shaggy Fur ★★★★★ — 2 G

A fur that's cheap and easy to get hold of, but too low-quality to be of any use. — Exp. 30

Acquisition **M)** Whamsters, Hedgehound **F)** Hunting Lodge No. 1, Everyday General Store

Super-Cool Fur ★★★★★ — 90 G

Fur with an ultra-stylish deep-blue hue that fashionistas fawn over. — Exp. 1800

Acquisition **M)** Whamster Banger/Pranger (Lv.42), Grimchilla Pranger/Splasher (Lv.42), Hedgehound (Lv.42), Snagglewolf (Lv.42), Brillanticore (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Hunting Lodge No. 4-5

Super-Hot Fur ★★★★★ — 150 G

Premium fur with a vivid golden sheen. Ideal for the conspicuously wealthy. — Exp. 3200

Acquisition **M)** Whamster Clanger (Lv.50), Grimchilla Clanger/Splasher/Clasher (Lv.50), Adamanticore (Lv.50), Zagg (Lv.50) **F)** Hunting Lodge No. 4-5

Cotton

Cloudhaze Cotton ★★★★★ — 15 G
Cotton the color of clouds before a light spring shower. Moist and soft on the skin.
Exp. 250
Acquisition **A)** Faraway Forest **M)** Petalia (Lv.21), Delphine (Lv.21), Sylphie (Lv.21), Obsidia **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store

Cuddlywarm Cotton ★★★★★ — 90 G
A toasty, snuggly puff of cotton. Good for keeping warm in wintry weather.
Exp. 1800
Acquisition **A)** Blowtorch Cave (IFT), Bleachbone Shrine (IFT) **M)** Mumshroom (Lv.42), Inferna (Lv.42), Delphine (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Thriving/Bountiful/Wondrous) **C)** (x3) A40

Frostyfluff Cotton ★★★★★ — 50 G
A snowy puff of cotton that's curiously cold to the touch. Good for keeping cool.
Exp. 1000
Acquisition **A)** Shrine of Unity (IFT), Freezybones Cave (IFT) **M)** Delphine (Lv.35), Sylphie (Lv.35) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bustling/Bountiful/Wondrous) **C)** (x3) B27

Gloaming Cotton ★★★★★ — 5 G
Cotton with the warm orange hue of clouds in the glorious glow of sunset.
Exp. 60
Acquisition **M)** Inferna, Lumina **F)** Bazaar (Humble), Everyday General Store **C)** (x3) 125

Greenglade Cotton ★★★★★ — 10 G
Pale-green cotton reminiscent of young leaves. Smells faintly of the forest.
Exp. 120
Acquisition **A)** Forest of Niall **M)** Mumshroom, Petalia (Lv.11), Delphine **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store

Lambkin Cotton ★★★★★ — 2 G
An everyday clump of cotton wool. Its fluff is not quite up to snuff.
Exp. 30
Acquisition **A)** Crooked Cavern, Runaway Cave **M)** Petalia, Sylphie **F)** Bazaar (Humble), Everyday General Store

Raincloud Cotton ★★★★★ — 28 G
Dark-gray cotton wool that feels soft and fluffy, but surprisingly heavy in the hand.
Exp. 500
Acquisition **A)** Factory Floors, Powder Keg Cavern **M)** Glumshroom, Inferna (Lv.30), Obsidia (Lv.30), Lumina (Lv.30) **V)** Taskmaster **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous), Everyday General Store

Sunnysmile Cotton ★★★★★ — 200 G
Festive fluff, often used to make outfits for weddings and other joyous occasions.
Exp. 5000
Acquisition **M)** Mumshroom (Lv.65), Sylphie (Lv.65), Lumina (Lv.65) **F)** Bazaar (Wondrous)

Tinkletune Cotton ★★★★★ — 300 G
A curious kind of cotton that jingles melliluously when you touch it.
Exp. 8000
Acquisition **M)** Glumshroom (Lv.80), Petalia (Lv.80)

Woebegone Cotton ★★★★★ — 150 G
Dark cotton used in hexes. High-quality stuff, despite its ominous appearance.
Exp. 3200
Acquisition **A)** Nazcaä (UFT) **M)** Glumshroom (Lv.50), Inferna (Lv.50), Obsidia (Lv.50) **F)** Bazaar (Bountiful/Wondrous) **C)** (x3) 88

Thread

Coral-Pink Thread ★★★★★ — 5 G
Glossy, pink thread that's just the right thickness for embroidery.
Exp. 60
Acquisition **A)** Runaway Cave, Dugout **F)** Bazaar (Humble), Everyday General Store

Fir-Green Thread ★★★★★ — 90 G
Thread dyed with needles from the great-grandfathers of the forest.
Exp. 1800
Acquisition **A)** Forest of Niall (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bountiful/Wondrous)

Grass-Green Thread ★★★★★ — 28 G
Green thread made from grass fibers. Perfect for an all-natural feel.
Exp. 500
Acquisition **A)** Western Woods **V)** Taskmaster **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous), Everyday General Store

Lemon-Yellow Thread ★★★★★ — 10 G
Fresh-scented, bright-yellow thread that's useful for all kinds of work.
Exp. 120
Acquisition **A)** Abyss, Shrine of Pining **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store **C)** (x5) B15

Moonrise Thread ★★★★★ — 300 G
Sacred thread with all the subtle hues of twilight. Its beauty calls to mind the divine.
Exp. 8000
Acquisition **S)** Dreamer's Maze (No.10)

Night-White Thread ★★★★★ — 150 G
Thread the color of moonlight, whose brightness will not dim with time.
Exp. 3200
Acquisition **A)** Death's Door (UFT), Shabby Shrine (UFT) **F)** Bazaar (Bountiful/Wondrous) **C)** (x3) 131

Sea-Blue Thread ★★★★★ — 50 G
Indigo thread that's dyed using water from the inky depths of the sea.
Exp. 1000
Acquisition **A)** Shrine of Pining (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous)

Slate-Grey Thread ★★★★★ — 15 G
Tough thread dyed a sophisticated gray. Sewing with it requires a skilled hand.
Exp. 250
Acquisition **A)** Factory Floors, Nazcaä, Powder Keg Cavern **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store **C)** (x3) 119

Snow-White Thread ★★★★★ — 2 G
Simple, white thread of the kind you might find in any home's sewing box.
Exp. 30
Acquisition **A)** Cloudcoil Canyon, Old Well, Grotty Grotto **F)** Bazaar (Humble), Everyday General Store

Sunset Thread ★★★★★ — 200 G
Golden thread that blazes with the soul-stirring brilliance of a perfect sunset.
Exp. 5000
Acquisition **F)** Bazaar (Wondrous)

String & Cord

Chic Ribbon ★★★★★ — 50 G
Stylishly striped ribbon that's ideal for accenting contemporary ensembles.
Exp. 1000
Acquisition **A)** Factory Floors (IFT), Nazcaä (IFT), Sublime Shrine (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous)

Classic Cord ★★★★★ — 300 G
This masterpiece of the cordmaker's craft has a tasteful, timeless design.
Exp. 8000
Acquisition **S)** Dreamer's Maze (No.10)

Coarse Cord ★★★★★ — 2 G
Simple cord that can go with anything, though it might seem a little plain.
Exp. 30
Acquisition **A)** Cloudcoil Canyon, Old Well, Western Woods **F)** Bazaar (Humble), Everyday General Store

Hip Ribbon ★★★★★ — 150 G
Eye-catching ribbon that makes use of modern materials.
Exp. 3200
Acquisition **A)** Western Woods (UFT) **F)** Bazaar (Bountiful/Wondrous)

Pretty Ribbon ★★★★★ — 10 G
Profoundly pink ribbon that's perfect for all kinds of dainty decorations.
Exp. 120
Acquisition **A)** Abyss **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store

Simple String ★★★★★ — 2 G
An everyday piece of string, often found in both sewing boxes and pockets.
Exp. 30
Acquisition **F)** Bazaar (Humble), Everyday General Store

Smart String ★★★★★ — 10 G
String made from the same material as fishing nets. Won't snap easily.
Exp. 120
Acquisition **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store

Snazzy String ★★★★★ — 150 G
Fabulous, golden string specially made for fashion-conscious twine-o-philes.
Exp. 3200
Acquisition **A)** Death's Door (UFT), Unsung Shrine (UFT), Shabby Shrine (UFT) **F)** Bazaar (Bountiful/Wondrous)

Stylish String ★★★★★ — 50 G
Thin string in a tasteful shade of red that sophisticated grown-ups adore.
Exp. 1000
Acquisition **A)** Sunshade Shrine (IFT), Bleachbone Shrine (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous), Everyday General Store

Sumptuous String ★★★★★ — 300 G
Sublime string blessed by the divine, suitable for assorted sacred uses.
Exp. 8000
Acquisition **S)** Dreamer's Maze (No.10)

Buttons

Autumn Haze Button ★★★★★ — 90 G
A tasteful bronze button decorated with the stylized image of an autumnal sunset.
Exp. 1800
Acquisition **A)** Sunshade/Bleachbone Shrine (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bountiful/Wondrous) **C)** (x3) 102

Bright Button ★★★★★ — 10 G
A bright and breezy button that helps your clothes give a good first impression.
Exp. 120
Acquisition **A)** Abyss **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store

Bully Button ★★★★★ — 15 G
A brave little button that's tough enough to withstand being stood on by thuggs.
Exp. 250
Acquisition **A)** Factory Floors, Powder Keg Cavern **V)** Taskmaster **F)** Bazaar (Humble/Bustling/Thriving), Everyday General Store **C)** (x5) B26

Champion's Button ★★★★★ — 300 G
A majestic golden button awarded only to the rightful king of the arena.
Exp. 8000
Acquisition **S)** Dreamer's Maze (No.10)

Humble Button ★★★★★ — 2 G
A simple button. Entirely—almost suspiciously—unremarkable in every way.
Exp. 30
Acquisition **A)** Old Well, Crooked Cavern **F)** Bazaar (Humble), Everyday General Store

Just-Right Button ★★★★★ — 5 G
This lovely little button's not too big and not too small for all but the oddest jobs.
Exp. 60
Acquisition **A)** Nazcaä, Tidewash Cave **F)** Bazaar (Humble), Everyday General Store

Soldier's Button ★★★★★ — 200 G
A silver button used to decorate the formal clothing of honored warriors.
Exp. 5000
Acquisition **F)** Bazaar (Wondrous)

Spring Bloom Button ★★★★★ — 28 G
A shiny pink button decorated with a floral design representing springtime.
Exp. 500
Acquisition **A)** Western Woods, Tumbledown Shrine **V)** Taskmaster **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous), Everyday General Store

Summer Meadow Button ☆☆☆☆☆ 50 G

A lively meadow-green button decorated with a symbol of the summer sun.

Exp. 1000

Acquisition **A)** Shiverwood Shrine (IFT) **V)** Taskmaster (Ch.7-0) **F)** Bazaar (Bustling/Thriving/Bountiful/Wondrous)

Winter Moon Button ☆☆☆☆☆ 150 G

A navy-colored button decorated with an elegant winter moon design.

Exp. 3200

Acquisition **A)** Shrine of Unity (UFT), Ice House (UFT) **F)** Bazaar (Bountiful/Wondrous)

Flowers

Amethyst Huebloom ☆☆☆☆☆ 50 G

A flower the color of the twilight sky. Can be used to dye fabrics purple.

Exp. 1000

Acquisition **A)** Nazcaä (IFT), Spineshiver Grove (IFT) **V)** Taskmaster (Ch.7-0) **F)** All Market Gardens

Citrine Huebloom ☆☆☆☆☆ 5 G

A flower the color of a dazzling star. Can be used to dye fabrics yellow.

Exp. 60

Acquisition **A)** East Wood, Faraway Forest **V)** Taskmaster **F)** Market Garden (Minor/Medium/Massive), Everyday General Store

Coral Huebloom ☆☆☆☆☆ 5 G

A flower the color of thriving coral. Can be used to dye fabrics pink.

Exp. 60

Acquisition **A)** Cloudcoil Canyon, Western Woods **F)** All Market Gardens, Everyday General Store

Diamond Huebloom ☆☆☆☆☆ 150 G

A dazzling flower that brings light to the gloom. Can be used to dye fabrics white.

Exp. 3200

Acquisition **A)** Shrine of Unity (UFT), Freezybones Cave (UFT), Shivery Shrine (UFT) **F)** Market Garden (Major/Massive)

Emerald Huebloom ☆☆☆☆☆ 5 G

A spring flower with the scent of a forest breeze. Can be used to dye fabrics green.

Exp. 60

Acquisition **A)** Forest of Niall, Sundown Woods **F)** Market Garden (Minor/Medium/Major), Everyday General Store

Onyx Huebloom ☆☆☆☆☆ 200 G

A flower the color of midnight. Can be used to dye fabrics black.

Exp. 5000

Acquisition **F)** Market Garden (Massive)

Opal Huebloom ☆☆☆☆☆ 300 G

An air of mystery surrounds this flower with petals of every color imaginable.

Exp. 8000

Acquisition **S)** Dreamer's Maze (No.10)

Ruby Huebloom ☆☆☆☆☆ 5 G

A flower the color of flames. Can be used to dye fabrics red.

Exp. 60

Acquisition **A)** Eart Grove **V)** Taskmaster **F)** Market Garden (Minor/Medium/Major), Everyday General Store

Sapphire Huebloom ☆☆☆☆☆ 5 G

A flower with serene, sea-colored petals. Can be used to dye fabrics blue.

Exp. 60

Acquisition **A)** Abyss, Shrine of Pining **V)** Taskmaster **F)** Market Garden (Minor/Medium/Massive), Everyday General Store

Smoky Quartz Huebloom ☆☆☆☆☆ 50 G

A flower the color of fertile soil. Can be used to dye fabrics brown.

Exp. 1000

Acquisition **A)** Sundown Woods (IFT) **V)** Taskmaster (Ch.7-0) **F)** Market Garden (Major/Massive)

Ore

Arquum Nugget ☆☆☆☆☆ 200 G

An uncanny metal that changes hue with every look, like something from a dream.

Exp. 5000

Acquisition **M)** Porc Chopper/Skewerer (Lv.65), Wyvern Warlord (Lv.65), Wicked Wyvern (Lv.65), BLiAster (Lv.65), Skelepaladin (Lv.65) **F)** Mining Camp No. 5

Copper Nugget ☆☆☆☆☆ 5 G

A lump of orange metal that takes on a very different color when tarnished.

Exp. 60

Acquisition **A)** Floodfall Cave, Death's Door, Tidewash Cave **M)** Porc Chopper, Wildfire Wyvern, Skelesplasm (Lv.7) **F)** Mining Camp No. 1, Everyday General Store

Gold Nugget ☆☆☆☆☆ 28 G

A lump of dazzling gold. The luster of this noble metal never fades.

Exp. 500

Acquisition **A)** Blowtorch Cave, Mugsburrow, Sunshade Shrine **M)** White Wyvern, BLitzer, Skelepuddler (Lv.21) **V)** Taskmaster **F)** Mining Camp No. 2-5, Everyday General Store **C)** (x3) 127

Iron Nugget ☆☆☆☆☆ 2 G

A lump of deep-gray iron with a dull sheen. Used to make steel.

Exp. 10

Acquisition **A)** Ding Dong Well, Cloudcoil Canyon, Old Well **M)** Wyvern, Skelesplasm **F)** Mining Camp No. 1, Everyday General Store

Nocturnium Nugget ☆☆☆☆☆ 150 G

A rare metal with a striking deep-blue hue said to have fallen from the heavens.

Exp. 3200

Acquisition **A)** Shrine of Unity (UFT), Freezybones Cave (UFT), Shivery Shrine (UFT) **M)** Porc Skewerer (Lv.50), Wyvern (Lv.50), Wildfire/White Wyvern (Lv.50), BLitzer (Lv.50), Crystal Crypt (Lv.50), Skelepaladin/-puddler (Lv.50) **F)** Mining Camp No. 4/5 **C)** (x3) 453, (x3) 117

Silver Nugget ☆☆☆☆☆ 10 G

A lump of shiny silver. Ever a popular metal for good-luck charms.

Exp. 120

Acquisition **A)** Abyss, Capaneus's Crypt, Shrine of Pining **M)** Wyvern (Lv.11), Wyvern Warlord, Skelepuddler **V)** Taskmaster **F)** Mining Camp No. 1-3, Everyday General Store **C)** (x5) 42

Somnium Nugget ☆☆☆☆☆ 90 G

The soporific effect of this curious metal can swiftly lull the unsuspecting to sleep.

Exp. 1800

Acquisition **A)** Nazcaä (IFT), Shiverwood Shrine (IFT) **M)** Porc (Lv.42), Porc Chopper (Lv.42), Wildfire/Wicked Wyvern (Lv.42) BLAster (Lv.42), Skeleplasm/-paladin (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Mining Camp No. 4/5 **C)** (x3) A17, (x3) 103

Steely Nugget ☆☆☆☆☆ 15 G

A chunk of steel with a peculiar luster. Sturdy and suitable for a range of uses.

Exp. 250

Acquisition **A)** Factory Floors, Powder Keg Cavern, Sublime Shrine **M)** Porc, Wyvern Warlord (Lv.30), Wildfire Wyvern (Lv.30), Wicked Wyvern, BLiAster, Crystal Crypt, Skelepaladin **V)** Taskmaster **F)** Mining Camp No. 1-3, Everyday General Store **C)** (x5) 55

Suscitanium Nugget ☆☆☆☆☆ 300 G

A mysterious metal blessed with an undimming radiance.

Exp. 5000

Acquisition **M)** Porc (Lv.80), White Wyvern (Lv.80), BLitzer (Lv.80), Crystal Crypt (Lv.80)

Tranquillium Nugget ☆☆☆☆☆ 50 G

A lump of metal with the peculiar power to bring calm to restless hearts.

Exp. 1000

Acquisition **A)** Old Well (IFT), Crosswater Cavern (IFT), Tumbledown Shrine (IFT) **M)** Porc Skewerer, Wyvern (Lv.35), Wyvern Warlord (Lv.35), BLitzer (Lv.35), Crystal Crypt (Lv.35), Skelesplasm/-puddler (Lv.35) **V)** Taskmaster (Ch.7-0) **F)** Mining Camp No. 2-5 **C)** (x3) 73

Crystals

Clear Crystal ☆☆☆☆☆ 2 G

Beautiful crystal that's as clear as purest spring water, even prior to polishing.

Exp. 30

Acquisition **A)** Cloudcoil Canyon, Old Well, Grotty Grotto **F)** Mining Camp No. 1, Everyday General Store

Crimson Crystal ☆☆☆☆☆ 10 G

Bright-red crystal sometimes referred to as 'the blood of the land' by collectors.

Exp. 120

Acquisition **A)** Floodfall Cave, Death's Door, Tidewash Cave **V)** Taskmaster **F)** Mining Camp No. 1-3, Everyday General Store **C)** (x5) 114

Dark Crystal ☆☆☆☆☆ 28 G

Blackest night, in crystalline form. It smothers any light that shines on it.

Exp. 500

Acquisition **A)** Factory Floors, Nazcaä, Powder Keg Cavern **M)** BL Botsl/ **V)** Taskmaster **F)** Mining Camp No. 2-5, Everyday General Store **C)** (x5) 61

Forest Crystal Cluster ☆☆☆☆☆ 50 G

Crystals that form at the foot of ancient trees, drawing upon their magic.

Exp. 1000

Acquisition **A)** Forest of Niall (IFT) **M)** Mossy Monument (Lv.35) **V)** Taskmaster (Ch.7-0) **F)** Mining Camp No. 2-5

Glacier Crystal Cluster ☆☆☆☆☆ 150 G

Crystals which form when currents of seaborne magic chance to cross.

Exp. 3200

Acquisition **A)** Abyss (UFT) **M)** BLitzer (Lv.50) **F)** Mining Camp No. 4/5

Henge Crystal Cluster ☆☆☆☆☆ 300 G

Crystals formed of magic from the deepest depths of the earth.

Exp. 8000

Acquisition **M)** Mossy Monument (Lv.80)

Inferno Crystal Cluster ☆☆☆☆☆ 90 G

Crystals suffused with volcanic magic. They give off dangerous amounts of heat.

Exp. 1800

Acquisition **A)** Blowtorch Cave (IFT), Mugsburrow (IFT), Sunshade Shrine (IFT) **M)** BLaster (Lv.42), Crystal Crypt (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Mining Camp No. 4/5 **C)** (x3) 115

Milky Crystal ☆☆☆☆☆ 15 G

This plain-white crystal forms only under very specific conditions. Discolors easily.

Exp. 250

Acquisition **A)** Abyss, Capaneus's Crypt, Dampshoe Cave **M)** Monuments **V)** Taskmaster **F)** Mining Camp No. 1-3, Everyday General Store **C)** (x3) 120

Storm Crystal Cluster ☆☆☆☆☆ 200 G

Crystals that crackle with magical energy, having been struck by lightning.

Exp. 5000

Acquisition **M)** Crystal Crypt (Lv.65) **F)** Mining Camp No. 5

Verdant Crystal ☆☆☆☆☆ 5 G

Deep-green crystal which forms in places where the air is freshest.

Exp. 60

Acquisition **A)** Forest of Niall, Shiverwood Shrine **F)** Mining Camp No. 1, Everyday General Store

Lumber

Coarse-Grained Lumber ☆☆☆☆☆ 15 G

Wood with an incredibly coarse texture. Its bark can be used as sandpaper.

Exp. 250

Acquisition **A)** Abyss, Shrine of Pining **M)** Manticore **V)** Taskmaster **F)** Lumberyard (Budding/Branching/Spreading), Everyday General Store

Dumb Lumber ☆☆☆☆☆ 300 G

An unsettling bit of wood wearing an utterly blank, emotionless expression.

Exp. 8000

Acquisition **M)** Brilliantcore (Lv.80), Mossy Monument (Lv.80)

Fine-Grained Lumber ☆☆☆☆☆ 28 G

Wood with an impressively smooth feel. Makes for dangerously slippery flooring.

Exp. 500

Acquisition **A)** Fathomless Forest, Faraway Forest **M)** Brilliantcore **V)** Taskmaster **F)** Lumberyard (Branching/Spreading/Flourishing/Towering), Everyday General Store **C)** (x3) 111

Gloomy Lumber ☆☆☆☆☆ 150 G

Woeful wood with a grief-stricken face that reduces those who see it to tears.

Exp. 3200

Acquisition **A)** Nazcaä (UFT) **M)** Manticore (Lv.50), Brilliantcore (Lv.50), Mossy Monument (Lv.50) **F)** Lumberyard (Flourishing/Towering)

Grumpy Lumber ☆☆☆☆☆ **90** G
An intimidating bit of wood with an angry face fit to scare off evil spirits.
Exp. 1800
Acquisition **A)** Forest of Niall (IFT) **M)** Adamanticore (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Lumberyard (Flourishing/Towering)

Jolly Lumber ☆☆☆☆☆ **50** G
A peculiar bit of wood that beams with a big smile, which some consider lucky.
Exp. 1000
Acquisition **A)** Eert Grove (IFT) **M)** Manticore (Lv.35), Adamanticore, Mossy Monument (Lv.35) **V)** Taskmaster (Ch.7-0) **F)** Lumberyard (Branching/Spreading/Flourishing/Towering)

Lightweight Lumber ☆☆☆☆☆ **2** G
Common, easy-to-work wood that's popular with casual carpenters.
Exp. 30
Acquisition **A)** Cloudcoil Canyon, Forest of Niall, Western Woods **F)** Lumberyard (Budding), Everyday General Store

Lovely Lumber ☆☆☆☆☆ **200** G
Wood wearing an expression of pure joy. Ideal for making magical instruments.
Exp. 5000
Acquisition **M)** Adamanticore (Lv.65) **F)** Lumberyard (Towering)

Lumpen Lumber ☆☆☆☆☆ **5** G
A so-so bit of wood that firmly occupies the 'it'll do' category of crafting material.
Exp. 60
Acquisition **A)** Forest of Niall, Sundown Woods **F)** Lumberyard (Budding), Everyday General Store **C)** (x5) 32

Solid Lumber ☆☆☆☆☆ **10** G
Fairly good wood that'll do for most purposes, but which still isn't great.
Exp. 120
Acquisition **M)** Mossy Monument **V)** Taskmaster **F)** Lumberyard (Budding/Branching/Spreading), Everyday General Store

Sap

Ambrosial Sap ☆☆☆☆☆ **300** G
Resin suffused with sunlight. Its scent is sure to prompt warm smiles all round.
Exp. 8000
Acquisition **M)** Thogg (Lv.80)

Aromatic Sap ☆☆☆☆☆ **200** G
Resin that smells like every kind of flower at once, yet isn't at all overpowering.
Exp. 5000
Acquisition **M)** Zagg (Lv.65), Mossy Monument (Lv.65) **F)** Lumberyard (Towering)

Crude Sap ☆☆☆☆☆ **2** G
Moldy old resin with a pretty ripe smell—which some seem to find irresistible.
Exp. 30
Acquisition **A)** Ding Dong Well, Old Well, Jumblewoods **F)** Lumberyard (Budding), Everyday General Store

Earthy Sap ☆☆☆☆☆ **5** G
Golden-yellow resin filled with all the goodness of the earth.
Exp. 60
Acquisition **A)** Forest of Niall, Sundown Woods **F)** Lumberyard (Budding), Everyday General Store

Grassy Sap ☆☆☆☆☆ **10** G
This fresh resin has the color of young grass and smells like a spring morning.
Exp. 120
Acquisition **A)** Eert Grove **V)** Taskmaster **F)** Lumberyard (Budding/Branching/Spreading), Everyday General Store

Inky Sap ☆☆☆☆☆ **150** G
The subtle aroma of this inky-black resin has a curiously calming effect.
Exp. 3200
Acquisition **A)** Spineshiver Grove (UFT) **M)** Thogg (Lv.50), Crystal Crypt (Lv.50) **F)** Lumberyard (Flourishing/Towering)

Scented Sap ☆☆☆☆☆ **28** G
A pink, fragrant resin that smells like honey. Often used in beauty treatments.
Exp. 500
Acquisition **A)** East Wood, Fathomless Forest **M)** Mossy Monument (Lv.35), Crystal Crypt **V)** Taskmaster **F)** Lumberyard (Branching/Spreading/Flourishing/Towering), Everyday General Store

Scentless Sap ☆☆☆☆☆ **50** G
Rare white resin that doesn't smell of anything at all—and even kills bad odors.
Exp. 1000
Acquisition **A)** Shrine of Unity (IFT), Shivery Shrine (IFT), Ice House (IFT) **M)** Zagg, Crystal Crypt (Lv.35) **V)** Taskmaster (Ch.7-0) **F)** Lumberyard (Branching/Spreading/Flourishing/Towering) **C)** (x3) 99

Sour Sap ☆☆☆☆☆ **15** G
Blue resin that produces quite a stench if not correctly treated after extraction.
Exp. 250
Acquisition **M)** Thogg, Mossy Monument **V)** Taskmaster **F)** Lumberyard (Budding/Branching/Spreading), Everyday General Store

Sweet Sap ☆☆☆☆☆ **90** G
Sweet-smelling purple resin that bewitches anyone who gets a whiff of it.
Exp. 1800
Acquisition **A)** Nazcad (IFT) **M)** Zagg (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Lumberyard (Flourishing/Towering)

Bones

Base Bone ☆☆☆☆☆ **2** G
Bones like this are ten a penny, but no one's sure what animal they came from.
Exp. 30
Acquisition **A)** Cloudcoil Canyon **M)** Whamster Banger/Clanger, Skeleplasm **F)** Hunting Lodge No. 1, Everyday General Store

Delicate Wing Bones ☆☆☆☆☆ **90** G
Light yet sturdy wing bones. They look like they could still fly.
Exp. 1800
Acquisition **M)** Whamster Banger (Lv.42), Grimchilla Clanger/Splasher/Clasher (Lv.42), Porc Skewerer (Lv.42), Tropical Fangfish, Skeleplasm/-puddler (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Hunting Lodge No. 4-5

Flat Bone ☆☆☆☆☆ **5** G
A thin, plate-like piece of bone of the kind once used to tell fortunes.
Exp. 60
Acquisition **M)** Grimchilla Banger/Clanger/Clasher, Skeleplasm (Lv.7) **F)** Hunting Lodge No. 1, Everyday General Store

Forked Tail Bone ☆☆☆☆☆ **150** G
A chain-like length of bones with a two-pronged tip that's still surprisingly sharp.
Exp. 3200
Acquisition **M)** Grimchilla Banger/Clasher (Lv.50), Porc Chopper (Lv.50), Fangfish (Lv.50), Tropical Fangfish (Lv.50), Skelepaladin (Lv.50), Skelepuddler (Lv.50) **F)** Hunting Lodge No. 4-5

Giant Ribcage ☆☆☆☆☆ **50** G
Hefty bones from the breast of a mighty beast. Good for weapons and armor.
Exp. 1000
Acquisition **M)** Grimchilla Banger (Lv.35), Grimchilla Splasher (Lv.35), Porc (Lv.35), Porc Chopper (Lv.35), Skelepaladin (Lv.35), Skelepuddler (Lv.35) **V)** Taskmaster (Ch.7-0) **F)** Hunting Lodge No. 2-5

Hefty Skull ☆☆☆☆☆ **300** G
An incredibly thick skull that could easily withstand a blow from a hammer.
Exp. 8000
Acquisition **M)** Grimchilla Clanger (Lv.80), Porc Skewerer (Lv.80), Tropical Fangfish (Lv.80), Skelepaladin (Lv.80)

Spiky Bone ☆☆☆☆☆ **15** G
Once the backbone of a fearsome beast, now a handy set of spikes.
Exp. 250
Acquisition **M)** Grimchilla Banger/Clanger/Clasher (Lv.21), Porc, Skeleplasm/-puddler (Lv.21) **V)** Taskmaster **F)** Hunting Lodge No. 1-3, Everyday General Store

Sturdy Bone ☆☆☆☆☆ **10** G
Bulky bones like this are revered in some cultures as symbols of strength.
Exp. 120
Acquisition **M)** Whamster Banger/Clanger (Lv.11), Grimchilla Splasher, Porc Chopper, Skelepuddler **V)** Taskmaster **F)** Hunting Lodge No. 1-3, Everyday General Store

Sturdy Jawbone ☆☆☆☆☆ **200** G
A gigantic, powerful-looking jawbone, complete with fearsome fangs.
Exp. 5000
Acquisition **M)** Whamster Clanger (Lv.65), Grimchilla Splasher (Lv.65), Porc (Lv.65), Porc Chopper (Lv.65), Fangfish (Lv.65), Skelaplasm (Lv.65) **F)** Hunting Lodge No. 5

Twisty Bone ☆☆☆☆☆ **28** G
A strangely contorted bone. It would take some skill to make something out of this.
Exp. 500
Acquisition **M)** Whamster Banger/Clanger (Lv.30), Porc Skewerer, Fangfish, Skelepaladin **V)** Taskmaster **F)** Hunting Lodge No. 2-5, Everyday General Store

Feathers

Arrowhawk Feather ☆☆☆☆☆ **90** G
A spiky feather from a blindingly fast bird that blasts a blue streak through the sky.
Exp. 1800
Acquisition **A)** Crooked Cavern (IFT) **M)** Whamster Pranger (Lv.42), Infierna (Lv.42), Delphine (Lv.42), Obsidia (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Hunting Lodge No. 4-5 **C)** (x3) A19, (x3) 121

Bolt Eagle Feather ☆☆☆☆☆ **150** G
A striking feather from a bird whose wingspan sounds like claps of thunder.
Exp. 3200
Acquisition **A)** Nazcad (UFT) **M)** Grimchilla Pranger (Lv.50), Zapwing (Lv.50), Sylphie (Lv.50), Lumina (Lv.50) **F)** Hunting Lodge No. 4-5

Candy-Owl Feather ☆☆☆☆☆ **15** G
A pretty pink feather from a bird that fills the nighttime forest with its song.
Exp. 250
Acquisition **A)** Abyss, Capaneus's Crypt, Faraway Forest **M)** Grimchilla Pranger (Lv.21), Charflinch (Lv.21), Infierna (Lv.21), Lumina **V)** Taskmaster **F)** Hunting Lodge No. 1-3, Everyday General Store **C)** (x3) 112

Cloud Crow Feather ☆☆☆☆☆ **28** G
A feather from an ill-omened bird. Will glow grimly in the presence of a grudge.
Exp. 500
Acquisition **A)** East Wood, Shrine That Time Forgot **M)** Whamster Pranger (Lv.30), Zapwing (Lv.30), Delphine (Lv.30), Obsidia (Lv.30) **V)** Taskmaster **F)** Hunting Lodge No. 2-5, Everyday General Store

Everwing Feather ☆☆☆☆☆ **200** G
A fabulous feather that once belonged to an eternally youthful queen among birds.
Exp. 5000
Acquisition **M)** Charflinch (Lv.65), Petalia (Lv.65), Delphine (Lv.65), Obsidia (Lv.65) **F)** Hunting Lodge No. 5

Fledgling Feather ☆☆☆☆☆ **2** G
A mud-stained feather from a clumsy fledgling that falls over more than it flies.
Exp. 30
Acquisition **A)** Crooked Cavern, Dugout, Jumblewoods **M)** Whamster Pranger, Grimchilla Pranger, Charflinch, Zapwing, Infierna, Sylphie **F)** Hunting Lodge No. 1, Everyday General Store

Neverwing Feather ☆☆☆☆☆ **300** G
A fabulous feather that once belonged to an undying flying among birds.
Exp. 8000
Acquisition **M)** Zapwing (Lv.80), Lumina (Lv.80)

Polyparrot Feather ☆☆☆☆☆ **10** G
A feather from a bird that can be taught to speak. Seen as a symbol of wisdom.
Exp. 120
Acquisition **M)** Whamster Pranger (Lv.11), Delphine, Sylphie (Lv.11) **V)** Taskmaster **F)** Hunting Lodge No. 1-3, Everyday General Store

Slumbergull Feather ☆☆☆☆☆ **50** G
A feather from an auspicious seabird that can somehow sleep while on the wing.
Exp. 1000
Acquisition **A)** Capaneus's Crypt (IFT) **M)** Grimchilla Pranger (Lv.35), Charflinch (Lv.35), Petalia (Lv.35), Sylphie (Lv.35), Lumina (Lv.35) **V)** Taskmaster (Ch.7-0) **F)** Hunting Lodge No. 2-5

Waddleduck Feather ☆☆☆☆☆ **5** G
A feather plucked from an unfortunate water bird that can't actually swim.
Exp. 60
Acquisition **A)** Forest of Niall, Dugout, Jumblewoods **M)** Petalia, Obsidia **F)** Hunting Lodge No. 1, Everyday General Store **C)** (x3) 108

Shells

Bighorn Shell ☆☆☆☆☆ — 150 G
A shell covered in sizable red spines whose glow lights up the evening sea.
Exp. 3200
Acquisition **M)** Helly Jelly (Lv.50) **F)** Fish Market (Fine/Fabulous) **C)** (x3) A7

Ebb Tide Shell ☆☆☆☆☆ — 2 G
A fragile little seashell of the kind you're likely to find when the tide goes out.
Exp. 30
Acquisition **F)** Fish Market (Fresh), Everyday General Store

High Tide Shell ☆☆☆☆☆ — 5 G
Somewhat like an ebb tide shell, except it's found when the sea comes in instead.
Exp. 60
Acquisition **A)** Tidewash Cave **F)** Fish Market (Fresh), Everyday General Store

Iceflow Shell ☆☆☆☆☆ — 300 G
Huge, rare shells found in freezing seas that pop and crackle with magical energy.
Exp. 8000
Acquisition **M)** Stellar Jelly (Lv.80)

Littlehorn Shell ☆☆☆☆☆ — 90 G
A shell covered in tiny spines. Some say the sea can be heard inside it.
Exp. 1800
Acquisition **A)** Dampshoe Cave (IFT) **M)** Stellar Jelly (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Fish Market (Fine/Fabulous) **C)** (x3) 124

Maelstrom Shell ☆☆☆☆☆ — 50 G
Large shells found in whirlpools that look poisonous, but are in fact entirely benign.
Exp. 1000
Acquisition **M)** Helly Jelly **V)** Taskmaster (Ch.7-0) **F)** Fish Market (Fresher/Freshest/Fine/Fabulous)

Warmflow Shell ☆☆☆☆☆ — 200 G
Huge, rare shells found in temperate seas that zip and zing with magical energy.
Exp. 5000
Acquisition **M)** Helly Jelly (Lv.65) **F)** Fish Market (Fabulous)

Waveskater Shell ☆☆☆☆☆ — 15 G
An exotic green seashell that can be seen dancing daintily across the waves.
Exp. 250
Acquisition **A)** Abyss, Dampshoe Cave **V)** Taskmaster **F)** Fish Market (Fresh/Fresher/Freshest), Everyday General Store

Waveskipper Shell ☆☆☆☆☆ — 10 G
A super-light, streamlined seashell that can ride the waves across entire oceans.
Exp. 120
Acquisition **V)** Taskmaster **F)** Fish Market (Fresh/Fresher/Freshest), Everyday General Store

Whirlpool Shell ☆☆☆☆☆ — 28 G
A tightly coiled spiral seashell. The clockwise ones are considered lucky.
Exp. 500
Acquisition **M)** Stellar Jelly **V)** Taskmaster **F)** Fish Market (Fresher/Freshest/Fine/Fabulous), Everyday General Store

Coral

Amber Coral ☆☆☆☆☆ — 50 G
Coral that shines like a jewel when the sun strikes it. Can fetch a pretty price.
Exp. 1000
Acquisition **V)** Taskmaster (Ch.7-0) **F)** Fish Market (Fresher/Freshest/Fine/Fabulous)

Auroral Coral ☆☆☆☆☆ — 300 G
An extraordinarily rare and enigmatic coral, said to be inhabited by sea spirits.
Exp. 8000
Acquisition **S)** Dreamer's Maze (No.10)

Bonsai Coral ☆☆☆☆☆ — 5 G
Small, simple corals that give off an air of absolute serenity.
Exp. 60
Acquisition **F)** Fish Market (Fresh), Everyday General Store

Briar Coral ☆☆☆☆☆ — 10 G
Coral covered in sharp, prickly thorns that make it a real pain to handle.
Exp. 120
Acquisition **V)** Taskmaster **F)** Fish Market (Fresh/Fresher/Freshest), Everyday General Store

Comely Coral ☆☆☆☆☆ — 2 G
Commonplace coral that's often used in Hydropolitan arts and crafts.
Exp. 30
Acquisition **F)** Fish Market (Fresh), Everyday General Store

Drainpipe Coral ☆☆☆☆☆ — 150 G
This coral's tubes are packed with black ink that can cloud the waters around it.
Exp. 3200
Acquisition **F)** Fish Market (Fine/Fabulous)

Electricoral ☆☆☆☆☆ — 200 G
The electric-blue glow of this recently discovered coral is coveted by craftsmen.
Exp. 5000
Acquisition **F)** Fish Market (Fabulous)

Hosepipe Coral ☆☆☆☆☆ — 90 G
Curious, tubular coral in whose holes and hollows little fish like to play.
Exp. 1800
Acquisition **A)** Dampshoe Cave (IFT) **V)** Taskmaster (Ch.7-0) **F)** Fish Market (Fine/Fabulous) **C)** (x3) A48

Jade Coral ☆☆☆☆☆ — 28 G
Rigid, rock-like coral that sits on the seabed emitting a gentle glow.
Exp. 500
Acquisition **A)** Abyss **V)** Taskmaster **F)** Fish Market (Fresher/Freshest/Fine/Fabulous), Everyday General Store **C)** (x5) 52

Pincushion Coral ☆☆☆☆☆ — 15 G
Coral covered with profoundly poisonous spines that make it impossible to handle.
Exp. 250
Acquisition **A)** Abyss, Dampshoe Cave **V)** Taskmaster **F)** Fish Market (Fresh/Fresher/Freshest), Everyday General Store

Wonderwater

Babbling Wonderwater ☆☆☆☆☆ — 10 G
Magical water collected from the petals of a flower that blooms only once a year.
Exp. 120
Acquisition **M)** Fangfish, Magmagoo, Dynagoo (Lv.11), Voogoo **V)** Taskmaster **F)** Mining Camp No. 1-3, Everyday General Store

Blissful Wonderwater ☆☆☆☆☆ — 200 G
Water once thought to be merely a myth that can make any dream come true.
Exp. 5000
Acquisition **M)** Windwyrm (Lv.65), Helly Jelly (Lv.65), Fangfish (Lv.65), Magmagoo (Lv.65), Dynagoo (Lv.65), Voogoo (Lv.65) **F)** Mining Camp No. 5

Enlightened Wonderwater ☆☆☆☆☆ — 300 G
Heaven-sent and scented like heaven, this water epitomizes perfection.
Exp. 8000
Acquisition **M)** Wavewyrm (Lv.80), Stellar Jelly (Lv.80), Tropical Fangfish (Lv.80), Spanglegoo (Lv.80)

Fresh Wonderwater ☆☆☆☆☆ — 2 G
Pure, crystal-clear water with lingering traces of spiritual power.
Exp. 30
Acquisition **A)** Old Well, Tumbledown Shrine **M)** Goo, Dynagoo **F)** Mining Camp No. 1, Everyday General Store

Heavenly Wonderwater ☆☆☆☆☆ — 150 G
Blessed water said to have been brought down from on high by the gods.
Exp. 3200
Acquisition **A)** Tumbledown Shrine (IUFT) **M)** Wavewyrm (Lv.50), Tropical Fangfish (Lv.50), Goo (Lv.50), Puddlegoo (Lv.50), Spanglegoo (Lv.50) **F)** Mining Camp No. 4/5

Hellish Wonderwater ☆☆☆☆☆ — 90 G
Woeful water drawn from the river that separates this world from the next.
Exp. 1800
Acquisition **A)** Nazcaä (IFT) **M)** Windwyrm (Lv.42), Helly Jelly, Magmagoo (Lv.42), Dynagoo (Lv.42), Voogoo (Lv.42) **V)** Taskmaster (Ch.7-0) **F)** Mining Camp No. 4/5 **C)** (x3) 83

Holy Wonderwater ☆☆☆☆☆ — 5 G
Pure water drawn from a sacred spring in a forest far from civilization.
Exp. 60
Acquisition **A)** Forest of Niall, Shiverwood Shrine, Tidewash Cave **M)** Goo (Lv.7), Puddlegoo, Spanglegoo **F)** Mining Camp No. 1, Everyday General Store

Oasis Wonderwater ☆☆☆☆☆ — 15 G
Strange water that, though sourced from a bone-dry desert, brims over with life.
Exp. 250
Acquisition **A)** Abyss **M)** Stellar Jelly, Tropical Fangfish, Puddlegoo (Lv.21), Spanglegoo (Lv.21) **V)** Taskmaster **F)** Mining Camp No. 1-3, Everyday General Store

Shivering Wonderwater ☆☆☆☆☆ — 50 G
A splash of this water can freeze objects instantly, but it never turns to ice itself.
Exp. 1000
Acquisition **A)** Shrine of Unity (IFT), Shivery Shrine (IFT), Ice House (IFT) **M)** Wavewyrm, Stellar Jelly (Lv.35), Fangfish (Lv.35), Goo (Lv.35), Puddlegoo (Lv.35) **V)** Taskmaster (Ch.7-0) **F)** Mining Camp No. 2-5 **C)** (x3) 833

Simmering Wonderwater ☆☆☆☆☆ — 28 G
Perpetually boiling-hot water that bubbles away like molten magma.
Exp. 500
Acquisition **A)** Blowtorch Cave, Mugsburrow **M)** Windwyrm, Magmagoo (Lv.30), Voogoo (Lv.30) **V)** Taskmaster **F)** Mining Camp No. 2-5, Everyday General Store **C)** (x3) A36

Prisms

Blue Prisms ☆☆☆☆☆ — 160 G
Special stones that amplify magical input and emit it as blue light.
Exp. 120
Acquisition **M)** Water Incarnate (Lv.10), Light Incarnate (Lv.10) **V)** Taskmaster **F)** Mining Camp No. 3

Clear Prisms ☆☆☆☆☆ — 80 G
Entry-level focusing stones that amplify magical input just a smidge.
Exp. 60
Acquisition **M)** Incarnates **V)** Taskmaster **F)** Mining Camp No. 1-3

Dream Prism ☆☆☆☆☆ — 700 G
Special stones, imbued with an air of reverie, that amplify magical input.
Exp. 3200
Acquisition **M)** Fire/Light/Darkness Incarnate (Lv.50) **V)** Taskmaster (Ch.8-0) **F)** Mining Camp No. 5

Enigma Prism ☆☆☆☆☆ — 700 G
Special stones, imbued with an air of mystery, that amplify magical input.
Exp. 3200
Acquisition **M)** Water/Tempest/Light Incarnate (Lv.45) **V)** Taskmaster (Ch.8-0) **F)** Mining Camp No. 4/5

Green Prisms ☆☆☆☆☆ — 160 G
Special stones that amplify magical input and emit it as green light.
Exp. 120
Acquisition **M)** Tempest/Darkness Incarnate (Lv.10) **V)** Taskmaster **F)** Mining Camp No. 1/4

Ice Prism ☆☆☆☆☆ — 360 G
Special stones that amplify magical input, and are as cold as ice.
Exp. 1000
Acquisition **M)** Water/Darkness Incarnate (Lv.34) **V)** Taskmaster (Ch.6-0) **F)** Mining Camp No. 3/4/5

Nightmare Prism ☆☆☆☆☆ — 1400 G
Special stones, imbued with an air of iniquity, that amplify magical input.
Exp. 5000
Acquisition **M)** Fire/Water/Darkness Incarnate (Lv.65) **V)** Taskmaster (Game Clear) **F)** Mining Camp No. 5

Polestar Prism ☆☆☆☆☆ — 2000 G
Special stones that amplify magical input, and shine as brightly as the heavens.
Exp. 8000
Acquisition **M)** Tempest/Light Incarnate (Lv.80) **V)** Taskmaster (Game Clear)

Red Prisms ☆☆☆☆☆ — 160 G
Special stones that amplify magical input and emit it as red light.
Exp. 120
Acquisition **M)** Fire/Light Incarnate (Lv.10) **V)** Taskmaster **F)** Mining Camp No. 2

Sunset Prism ☆☆☆☆☆ — 360 G
Special stones that amplify magical input, and are as warm as a summer's eve.
Exp. 1000
Acquisition **M)** Fire Incarnate (Lv.34), Tempest Incarnate (Lv.34) **V)** Taskmaster (Ch.6-0) **F)** Mining Camp No. 2/5

Important Items

Throughout your time questing in the world you'll acquire unique Important Items that usually hold significant meaning to either the story, or can be used to unlock new gameplay systems. Some of these items are only in your possession for a short period of time and can be easily missed so we have listed them all here to allow you to read through the related lore at your leisure.

Leafbook Viewer Ch. 2–2
A book-like device which keeps users abreast of all the latest news and gossip.

Tactic Tweaker Ch. 2–5
A peculiar panel covered in switches and sliders used to turn the tide of battle.

Token of Gratitude Ch. 4–4
A coin awarded for completing Swift Solutions quests. Exchange for rewards.

Main Story Items

Evan's Essentials Ch. 1–4
A bundle of items containing one sword, one wand, and one very red cloak.

Moldy Old Twig Ch. 2–2
To the untrained eye, this token of true friendship could look like a simple twig.

Royal Twig Ch. 2–5
To the untrained eye, this symbol of a sacred bond could look like a mere twig.

Remote Device Ch. 3–4
A remote controller for manipulating dice rolls from afar by means of a subtle lever.

Signed Instructions Ch. 3–4
Instructions on how to make your own luck signed by Pugnacius himself.

Rub-a-Dub Scrubber Ch. 4–1
A one-of-a-kind scourer that can scrub away the most stubborn of spots.

Incineraptor's Horn Ch. 4–3
The horn of a fearsome incineraptor, prized for its ember-like glow.

Library Card Ch. 4–3
Special permission from Boddly to make use of the library in Goldpaw.

Red Red Rose Ch. 4–3
A captivating red rose that blooms no more than once every few decades.

Secret Supplement Ch. 4–3
Boddly's little bottle of health-and-beauty brew. More than good for what ails you.

Starlight Stone Ch. 4–3
A bewitching stone that glitters like a starry night. Quite the tempting prize…

Declaration of Interdependence Ch. 4–4
A declaration of international unity inspired by the legend of Ferdinand.

Thornaway Spray Ch. 5–1
A squirt of this spray will instantly rid the way of pesky spikes, barbs, and thorns.

Adore Ring Ch. 5–2
A red coral ring that Hydropolitans believe symbolizes a lasting bond.

Ocean's Aether Ch. 5–3
A sacred stone of the sea, retrieved from the body of Cetus.

Bracken's Personal Log Ch. 6–3
A device that brings memories to life. This was Bracken's personal log.

Memolith #BL011 Ch. 6–3
A device that brings memories to life. BL011 shows the founding of Broadleaf.

Memolith #BL027 Ch. 6–3
A device that brings memories to life. BL027 shows a disastrous product recall.

Memolith #BL038 Ch. 6–3
A device that brings memories to life. BL038 shows the birth of the smartstick.

Memolith #BL104 Ch. 6–3
A device that brings memories to life. BL104 shows the opening of the new HQ.

Mark of Kings Ch. 7–3
The one true symbol of the Tildrum line, and key to various places in the kingdom.

Sardine Sandwich Ch. 8–1
A sandwich made by Crumbles for prompt delivery to Shadow.

King Leonhard's Diary Ch. 8–3
A diary kept by the late King Leonhard. His faith in Mausinger is clear throughout.

Indecipherable Tablet Ch. 9–1
Once contained information about the Sword of Unity, now contains gibberish.

Seeing Sand Ch. 9–1
Grains of glittering magic sand with the power to demystify the indecipherable.

Tablet of Unity Ch. 9–1
A stone tablet that describes using the Cup of Communion to forge Momstar.

Cup of Communion Ch. 9–2
A precious grail studded with gems that is required to forge the Sword of Unity.

Delivery for Peleus Ch. 5–2
A parcel from Trident Tasted Armorers, to be delivered to Xiphos in Hydropolis.

Delivery for Proteus Ch. 5–2
A parcel from Trident Tasted Armorers, to be delivered to Proteus in Hydropolis.

Delivery for Triton Ch. 5–2
A parcel from Trident Tasted Armorers, to be delivered to Triton in Hydropolis.

Side Quest Items

Dreamer's Key SQ 002
A key needed to enter Dreamer's Mazes, created by Milieniyah.

Enhanced Dreamer's Key SQ 002
A key needed to enter Dreamer's Mazes, filled with the light of dream fragments. Allows you to open the final Dreamer's Maze in the Faraway Forest.)

Tabbias's Knapsack SQ 014
A sturdy traveling pack, chock-full of essentials for long journeys.

Hot Streak Spicy Noodle Delivery SQ 029
A fresh bowl of hot streak spicy noodles, carefully packed up for prompt delivery.

Snake-Eyed Peas SQ 040
Rare yaht peas with a one on every si— Hold on a minute, these are fakes!

True Snake-Eyed Peas SQ 040
Rare yaht peas with a one on every side. These are definitely the genuine article.

Keeley's Keepsake SQ 042
A necklace received from the ghost of Keeley's dad. He's still thinking of her.

Sea God's Trumpet SQ 051
A timeworn seashell used to hear the words of the Sea God. It's in bad shape…

Academic Tome SQ 066
A complex work of specialist literature, bought and then mislaid by Triton.

Deep Seawater SQ 071
Purest seawater from Tidewash Cave. Needed to make merfolk medicine.

Package for Chip SQ 072
A lost robot asked you to deliver this to Chip in the Magical Research Division.

Kent's Stolen Memolith SQ 075
Kent's memolith of data on magic ore, retrieved from sticky-fingered monsters.

Quintillion-Core Processor SQ 076
Next-gen tech that leaves lame old quadrillion-core processors in the dust.

Missing Purse SQ 083
A mislaid purse with a fetching (gaudy) design and a charm for luck (money).

Breatheasy Plant SQ 085
A relative of the soreaway, but instead of healing wounds, it freshens the air.

Dark Higgledy's Yarn SQ 091
A stolen length of yarn confiscated from a dark higgledy. One of five in total.

Fiery Higgledy's Yarn SQ 091
A stolen length of yarn confiscated from a fire higgledy. One of five in total.

Light Higgledy's Yarn SQ 091
A stolen length of yarn confiscated from a light higgledy. One of five in total.

Watery Higgledy's Yarn SQ 091
A stolen length of yarn confiscated from a water higgledy. One of five in total.

Windy Higgledy's Yarn SQ 091
A stolen length of yarn confiscated from a wind higgledy. One of five in total.

Sundelion SQ 106
A fluffy dandelion clock that shines like sunlight. Found in warm, breezy places.

Drakon's Collar SQ 110
A timeworn collar that's falling to bits. It has the look of a treasured possession…

Drakon's Favorite Snack SQ 110
Drakon's favorite cheese. Its odor might best be described as…memorable.

Three-Minute Steak Delivery SQ 111
A sizzling steak. Deliver it to the hungry customer before it gets cold!

NutriBLam SQ 113
The ultimate snack food. It pulverizes hunger and annihilates malnutrition.

Special Screw SQ 114
The uninitiated will see this as a simple screw, but to those in the know…

Honey Apple SQ 116
A swirly apple that's seen plenty of sun, imbuing it with a honeylike sweetness.

Ripe Garlic SQ 116
This deathbreath garlic has fermented, adding sweetness to its infamous aroma.

Unripe Firepepper SQ 116
A prickled pepper that isn't quite ripe yet, making it more sour than spicy.

Blitz Prism SQ 120
A prism that was struck by lightning, charging it with electricity.

Trey's Missing Memolith SQ 125
A memolith containing memories that are unspeakably embarrassing (for Trey).

Magic Yo-Yo SQ 142
A magical perpetual motion yo-yo that's a hot item in Broadleaf right now.

Fish Supper Delivery SQ 145
A steaming-hot fish supper that's been entrusted to you for immediate delivery.

Hyperclear Industrial Prism SQ 149
A flawless prism found after following a hot tip about a sunken ship.

Mysterious Letter SQ 151
A dubious letter about a dubious prize, with dubious details on where to get it.

Seawater Sample A SQ 163
A sample of Hydropolitan seawater. It looks clean, but what do the tests say?

Seawater Sample B SQ 163
A sample of Hydropolitan seawater. It seems fine, but what do the tests say?

Seawater Sample C SQ 163
A sample of Hydropolitan seawater. No discoloration, but what do the tests say?

Seawater Sample D SQ 163
A sample of seawater taken just outside Hydropolis. It looks a little off, somehow.

Tundra Rose SQ 164
A rare and beautiful rose of the icy wastes. Melts if struck by direct sunlight.

Legendary Equipment Plans SQ 170
Plans detailing the method for forging the legendary Arms of Serenity.

Cookbooks

Fabulous Fairy-Tale Fare SQ 009
Your guide to Ding Dong Dell cuisine. Easy recipes for reliably tasty dishes!

The Gambling Gourmand SQ 029
Your guide to Goldpaw cuisine. Spicy dishes that'll leave you hungry for more!

A Seafood Odyssey SQ 058
Your guide to Hydropolitan cuisine. Full of fishy favorites fresh from the sea!

Brain Fuel: How to Eat Smart SQ 088
Your guide to Broadleaf cuisine. The very latest and greatest in culinary innovation!

How the Ancients Ate SQ 160
Your guide to the cuisine of yesteryear. Feast on the fare of our forefathers!

Outfits

Guard's Greatcoat Ch. 1–3
An overcoat worn by Ding Dong Dell guards. Hardwearing but comfortable.

Evan's Clothes Ch. 2–1
Evan's everyday royal garb. The red cape was a gift from Aranella.

Sky Scamp's Clothes Ch. 2–4
Tani's outfit, bearing the evidence of more than a few dozen misadventures.

Cloud Snake's Clothes Ch. 3–1
Batu's everyday outfit. It doesn't seem to have been washed for some time.

Archon's Attire Ch. 5–5
An outfit worn by Leander while serving as an Archon. He had it specially made.

Engineer's Overalls Ch. 6–5
Bracken's everyday work clothes, complete with her trusty toolbelt.

Swordsman's Robe SQ 030
Traditional garb of a distant island. This would be worn by a high-ranking guard.

Wearable Tech SQ 148
An outfit that's smart in more ways than one. It's more comfortable than it looks.

Greenling Garb SQ 151
The traditional outfit of the greenlings, designed to blend in with the forest.

Vestments of Victory SQ 158
An outfit made for Evan to help him inspire his forces to victory.

Hydropolitan King's Robes SQ 163
Lavish vestments befitting the King of Hydropolis, bedecked with golden scales.

Chief Consul's Coat SQ 171
An outfit made for the Chief Consul. Unmistakably Roland's style.

Queen's Gown SQ 172
Robes for the Queen of Evermore. Not exactly Tani's cup of tea.

Commander's Clobber SQ 173
An outfit made for Evermore's Minister of Defense. Batu fills it rather well.

Junior Consul's Clothes SQ 174
Clothes fit for a Junior Consul. Leander was very meticulous about the details.

Ingenious Outfit SQ 175
An outfit made for the Minister of ingenuity, perfect in form and function.

Goldpaw Gown Chest A13
A traditional gown of the kind worn by the bewitching beauties of old Goldpaw.

Shipwright's Shirt Chest A21
The traditional and rather bold attire of the shipbuilders of Capstan-upon-Hull.

Shabby Coat Chest A22
A curiously nostalgic outfit. It looks like something a "rum customer" might wear.

Harpist's Costume Chest A27
A curiously nostalgic outfit. It looks like something a musician might wear.

Mamooni Garb Chest A43
A reproduction of the garb once worn by desert nomads on their wanderings.

Regal Attire Chest A49
A curiously nostalgic outfit. Just looking at it is enough to renew one's resolve.

Wild Attire Tainted Monster 40
Rough and ready clothes for a rough and rowdy fighter. Muscles a necessity.

Wizard Costume Tainted Monster 44
A curiously nostalgic outfit. It looks like something a novice wizard might wear.

Robes of Unity Completed game save
Royal attire for the ruler of Evermore, worthy of one who has done so much.

Dreamer's Maze Items

Red Dream Fragment Dreamer's Maze 1
One of nine fragments of a dream. This was found in the Grotty Grotto.

Blue Dream Fragment Dreamer's Maze 2
One of nine fragments of a dream. This was found in Sundown Woods.

Emerald Dream Fragment Dream. Maze 3
One of nine fragments of a dream. This was found in Eert Grove.

Yellow Dream Fragment Dream. Maze 4
One of nine fragments of a dream. This was found in the Shrine of Pining.

Orange Dream Fragment Dream. Maze 5
One of nine fragments of a dream. This was found in Tidewash Cave.

Ochre Dream Fragment Dream. Maze 6
One of nine fragments of a dream. This was found in the Sublime Shrine.

Purple Dream Fragment Dream. Maze 7
One of nine fragments of a dream. This was found in the Crooked Cavern.

White Dream Fragment Dreamer's Maze 8
One of nine fragments of a dream. This was found in Blowtorch Cave.

Black Dream Fragment Dreamer's Maze 9
One of nine fragments of a dream. This was found in the Shivery Shrine.

Equipment

Arguably one of the most important things to keep track of as you're playing is the equipment you wear because it more than anything else can often be the difference between winning and losing a battle. The tables here will allow you to at a glance see the most powerful equipment available, and let you easily compare equipment for different characters to work out your best loadout.

The stats on weapons and armor are not fixed, however, and they will increase in conjunction with the item's quality rating, at a rate that is governed by their rarity. To avoid flooding these tables with too much data by showing each stat at every level of quality, we are only showing the stats for the lowest possible quality version of each item. Once you know the base value for an item, you can easily use the stat adjustment calculation to work out the highest a stat could possibly go on it.

Items dropped from enemies can only ever be a maximum of quality 15, and then after completing the "Full Potential and Further" research topics at either the Oufitters or the Weapon Workshop, you can increase the quality of an item a further 10 times. So, if we take the humble Broadsword as an example, it has a base Melee attack of 27, and for each quality rank above zero it would gain an additional point into that stat since it's a rarity 1 weapon. So, the highest value it could have as a drop would be 42 (+15 from the 15 quality levels), which you could then increase to 52 (+10 from the quality levels via Improving) at the Weapon Workshop.

Equipment Stat Adjustments

Rarity	Stat Increase per Quality Lv.	Max. Increase Through Quality
☆	+1	+25
☆☆	+2	+50
☆☆☆	+3	+75
☆☆☆☆	+4	+100
☆☆☆☆☆	+5	+125

Equipment Skills

Equipment Skills are additional effects that can randomly be applied to equipment when it is dropped, or certain ones can be applied when crafting in your kingdom. These effects nearly always provide a positive boost to the effectiveness of the equipment, either through helpful defensive options like status effect resists, or by increasing your offensive capabilities through things like critical hit chance boosts.

The main exceptions to this rule are the Equipment Skills that fall into the Junk category, because the only way to ever get something with those prefixes is to have an item drop at quality 0-1 with no other equipment skills on it. You'll generally have to be quite unlucky to get an item with one of those prefixes, but if you happen to find a pair of Stinky Shoes, make sure to hang on to them because they're required for a Side Quest!

Cursed items maybe appear to be bad upon first glance, but they can actually turn out to be rather good. Cursed items always show a quality of 0, and you won't know the true quality until you Uncurse them at the Dispellery in your Kingdom. Similarly, they'll never show you any information about what, if any Equipment Skills are hidden behind the Curse. Cursed items have a higher chance of having Equipment Skills on them than normal dropped items, however, so it's always worth spending a few Guilders to uncurse them and check.

Here we have provided a list of all possible Equipment Skills, sorted by the type of effect they have, along with which type of equipment they can appear on so that you can easily work out all of the possible ways you can stack individual effects.

Offensive Boost

Choppy	Boosts damage done by swords. (+15% dmg.)
Dangerous	Makes critical hits slightly more likely. (+5% chance)
Deadly	Makes critical hits more likely. (+10% chance)
Epic	Greatly increases damage dealt. (x15% dmg.)
Feisty	Slightly increases damage dealt. (x5% dmg.)
Ferocious	Increases damage dealt. (x10% dmg.)
Lethal	Makes critical hits much more likely. (+30% chance)
Merciless	Greatly boosts critical hit damage. (x10% dmg.)
Poky	Boosts damage done by spears. (+15% dmg.)
Punishing	Slightly boosts critical hit damage. (x5% dmg.)
Shooty	Boosts damage done by firearms. (+15% dmg.)
Smashy	Boosts damage done by hammers. (+15% dmg.)
Swift	Charged attacks build more quickly. (20% less time)
Twangy	Boosts damage done by bows. (+15% dmg.)
Zappy	Boosts damage done by wands. (+15% dmg.)
Secondary Skill	Decent damage boost when HP is low. (x25% dmg. when below 30% HP)
Secondary Skill	Huge damage boost when HP is low. (x35% when below 30% HP)
Secondary Skill	Decent damage boost at max MP. (x10% dmg.)
Secondary Skill	Huge damage boost at max MP. (x20% dmg.)
Secondary Skill	Damage boost when ailment in effect. (x30% dmg. from affectedcharacters)
Secondary Skill	Huge damage boost when ailment in effect. (x20% dmg. to affectedfoes)
Secondary Skill	Slight dmg. boost vs. fairy monsters. (+20% dmg.)
Secondary Skill	Big dmg. boost vs. fairy monsters. (+30% dmg.)
Secondary Skill	Slight dmg. boost vs. brutal monsters. (+20% dmg.)
Secondary Skill	Big dmg. boost vs. brutal monsters. (+30% dmg.)
Secondary Skill	Slight dmg. boost vs. dragons. (+20% dmg.)
Secondary Skill	Big dmg. boost vs. dragons. (+30% dmg.)
Secondary Skill	Slight dmg. boost vs. nature monsters. (+20% dmg.)
Secondary Skill	Big dmg. boost vs. nature monsters. (+30% dmg.)
Secondary Skill	Slight dmg. boost vs. solid monsters. (+20% dmg.)
Secondary Skill	Big dmg. boost vs. solid monsters. (+30% dmg.)
Secondary Skill	Slight dmg. boost vs. slimy monsters. (+20% dmg.)
Secondary Skill	Big dmg. boost vs. slimy monsters. (+30% dmg.)
Secondary Skill	Slight dmg. boost vs. tainted monsters. (+20% dmg.)
Secondary Skill	Big dmg. boost vs. tainted monsters. (+30% dmg.)

Defensive Boost

Gutsy	Hangs on with 1 HP after a big hit. (when own HP is above 50%)
Resolute	Plenty less damage taken at low HP. (x25% less dmg.)
Secure	Reduces damage taken. (x10% less dmg.)
Stable	Slightly reduces damage taken. (x5% less dmg.)
Steadfast	Loads less damage taken at low HP. (x35% less dmg.)
Super-Safe	Greatly reduces damage taken. (x15% less dmg.)
Untouchable	Invulnerable for longer when dodging. (20% more time)

Ailment Infliction

Chaotic	High chance of confusing enemies. (+4% chance)
Chilly	Decent chance of freezing enemies. (+3% chance)
Confusing	Decent chance of confusing enemies. (+3% chance)
Cool	Slight chance of freezing enemies. (+2% chance)
Dozy	Slight chance of putting foes to sleep. (+4% chance)
Dreamy	Decent chance of putting foes to sleep. (+8% chance)
Freezing	High change of freezing enemies. (+4% chance)
Knockout	High chance of putting foes to sleep. (+12% chance)
Puzzling	Slight chance of confusing enemies. (+2% chance)
Queasy	Slight chance of poisoning enemies. (+5% chance)
Sickening	Decent chance of poisoning enemies. (+10% chance)
Venomous	High chance of poisoning enemies. (+15% chance)
Vexing	More likely to inflict status ailments. (+3% chance)
Vindictive	Much likelier to inflict status ailments. (+5% chance)

Ailment Resistance

Alert	Boosts resistance to confusion. (+40% res.)
Anti-Freeze	Boosts resistance to freezing. (+40% res.)
Anti-Nixing	Boosts resistance to nixing. (+40% res.)
Antitox	Boosts resistance to poison. (+40% res.)
Clear	Slightly boosts resistance to confusion. (+30% res.)
De-nixing	Slightly boosts resistance to nixing. (+30% res.)
Detox	Slightly boosts resistance to poison. (+30% res.)
Freezeguard	Slightly boosts resistance to freezing. (+30% res.)
Freezeproof	Greatly boosts resistance to freezing. (+50% res.)
Hale	Slightly boosts resistance to all ailments. (+10% res.)
Happy	Greatly boosts resistance to all ailments. (+30% res.)
Hearty	Boosts resistance to all ailments. (+20% res.)
Nixproof	Greatly boosts resistance to nixing. (+50% res.)
Perky	Slightly boosts resistance to sleep. (+30% res.)
Toxproof	Greatly boosts resistance to poison. (+50% res.)
Unshakable	Greatly boosts resistance to confusion. (+50% res.)
Wide-Awake	Greatly boosts resistance to sleep. (+50% res.)
Wide-Eyed	Boosts resistance to sleep. (+40% res.)

Elemental Boost

Blazing	Greatly increases fire damage. (x25% dmg.)
Bright	Imbues weapon with light.
Breezy	Slightly increases wind damage. (x15% dmg.)
Burning	Slightly increases fire damage. (x15% dmg.)
Damp	Slightly increases water damage. (x15% dmg.)
Dark	Imbues weapon with elemental darkness.
Drenched	Greatly increases water damage. (x25% dmg.)
Fiery	Imbues weapon with fire.
Gloomy	Slightly increases dark damage. (x15% dmg.)

Elemental Boost cont.

Glowing	Slightly increases light damage. (x25% dmg.)
Howling	Greatly increases wind damage. (x25% dmg.)
Pitch-Black	Greatly increases dark damage. (x25% dmg.)
Shining	Greatly increases light damage. (x15% dmg.)
Watery	Imbues weapon with water.
Windy	Imbues weapon with wind.

Elemental Resistance

Allproof	Boosts all elemental resistances. (+15% res.)
Blazeproof	Greatly boosts fire resistance. (+30% res.)
Damp-Proof	Slightly boosts water resistance. (+20% res.)
Darkproof	Boosts dark resistance. (+25% res.)
Duskproof	Slightly boosts dark resistance. (+20% res.)
Fireproof	Boosts fire resistance. (+25% res.)
Flameproof	Slightly boosts fire resistance. (+20% res.)
Galeproof	Greatly boosts wind resistance. (+30% res.)
Glowproof	Slightly boosts light resistance. (+20% res.)
Gustproof	Slightly boosts wind resistance. (+20% res.)
Lightproof	Boosts light resistance. (+25% res.)
Multiproof	Slightly boosts all elemental resistances. (+10% res.)
Nightproof	Greatly boosts dark resistance. (+30% res.)
Omniproof	Greatly boosts all elemental resistances. (+20% res.)
Shineproof	Greatly boosts light resistance. (+30% res.)
Soakproof	Greatly boosts water resistance. (+30% res.)
Waterproof	Boosts water resistance. (+25% res.)
Windproof	Boosts wind resistance. (+25% res.)

Curse Related

Accursed	Curse greatly reduces damage dealt. (x30% less dmg.)
Blighted	Curse reduces damage dealt a fair bit. (x20% less dmg.)
Calamitous	More cursed items appear. (+30% chance)
Carefree	Fewer cursed items appear. (30% smaller chance)
Ill-Omened	Curse slightly reduces damage dealt. (x10% less dmg.)

Restorative

Determined	MP is gradually restored during battle. (+5% MP ~)
Hig-Piggy	Higgledy balls heal HP a little. (x5% HP)
Explosive	Increases MP use and ability damage. (+1 MP and x30% dmg.)
Intense	Increases MP use and spell damage. (+1 MP and x30% dmg.)
Invigorating	Increases the amount of HP restored. (x20% HP)
Pig-Higgy	Higgledy balls heal MP a little. (x5% MP)
Refreshing	Increases the amount of MP restored. (x20% MP)
Skilly	Reduces MP used for special moves. (1 less MP)
Spellcrafty	Reduces MP used when casting spells. (1 less MP)
Vengeful	Some MP restored when taking damage. (+ 10% MP per hit)
Secondary Skill	Boosts MP restored by melee attacks. (x15% MP)

Miscellaneous

Bootyful	Many more treasure chests appear. (+ 10% chance)
Bountiful	Slightly more treasure chests appear. (+5% chance)
Disciplined	Slightly boosts experience earned. (+5% Exp.)
Enriching	Greatly boosts money dropped by foes. (+10% G)
Profitable	Slightly boosts money dropped by foes. (+5% G)
Top-Quality	Enemies drop more high-grade items. (+10% chance)
Wizardly	Increases maximum MP by 1.

Junk

Amateurish	No effect.
Blunt	No effect.
Brittle	No effect.
Clumsy	No effect.
Powerless	No effect.
Rusty	No effect.
Stinky	No effect.
Tarnished	No effect.
Threadbare	No effect.
Wrinkly	No effect.

Melee Weapons

Melee weapons form the backbone of your characters' offensive capabilities, and the damage scaling of many Abilities is based on the values of these weapons. As such it's important to pay attention to both stats and plan accordingly for different characters based on whether they deal more Physical damage or Magical damage.

Swords

Broadsword ☆☆☆☆☆ 40 G
27 | 10 | Charge Build
Acquisition **A)** Ding Dong Well, Cloudcoil Canyon, Forest of Niall **M)** Skeleplasm, BL-Ade Bot **F)** Weapon Workshop **C)** 1

Cutlass ☆☆☆☆☆ 40 G
30 | 5 | Charge Build
Acquisition **A)** Ding Dong Well, Cloudcoil Canyon, Forest of Niall **M)** Bandit Swordsman **V)** Sky Pirates' Arsenal **C)** 5, (Queasy) 13

Ratslicer ☆☆☆☆☆ 30 G
20 | 5 | Charge Build
Acquisition **A)** Ding Dong Well **M)** Mouse Guard **V)** Cawtermaster's Store **F)** Weapon Workshop

Shamshir ☆☆☆☆☆ 70 G
45 | 20 | Charge Build
Acquisition **A)** Cloudcoil Canyon, Forest of Niall **M)** Porc Chopper, Skelepuddler, Bandit Captain **V)** Gerel's Shop **F)** Weapon Workshop **C)** (Windy) F17

Wolfram Sword ☆☆☆☆☆ 90 G
56 | 20 | Charge Build
Acquisition **A)** Forest of Niall, Abyss, Grotty Grotto **M)** Skeleplasm, BL-Ade Bot, BL-Ade Bot 2.0 **V)** Iron Orchid **C)** (Punishing) 33, 67

Ratslasher ☆☆☆☆☆ 100 G
61 | 20 | Charge Build
Acquisition **M)** Mouse Captain **F)** Weapon Workshop

Longsword ☆☆☆☆☆ 170 G
80 | 35 | Charge Build
Acquisition **A)** Cloudcoil Canyon **F)** Weapon Workshop **C)** (Hig-Piggy) F31

Roaring Sword ☆☆☆☆☆ 180 G
84 | 35 | Charge Build
Acquisition **A)** Forest of Niall, Abyss, Factory Floors **M)** Porc, Porc Chopper, Skelepuddler, BL-Ade Bot, BL-Ade Bot 2.0 **V)** Trident Tested Armorers

Cuttyflèche ☆☆☆☆☆ 190 G
60 | 35 | Charge Build
Passive Skill Slight chance of freezing enemies. (+2% chance)
Acquisition **F)** Weapon Workshop

Greatsword ☆☆☆☆☆ 270 G
94 | 50 | Charge Build
Acquisition **A)** Abyss, Factory Floors **M)** Whammity **F)** Weapon Workshop **C)** 47

Rillrun Rapier ☆☆☆☆☆ 290 G
103 | 50 | Charge Build
Passive Skill Imbues attacks with Water damage.
Acquisition **F)** Weapon Workshop

Savior's Sword ☆☆☆☆☆ 320 G
112 | 50 | Charge Build
Acquisition **A)** Abyss, Factory Floors, Old Well **M)** Skeleplasm, BL-Ade Bot 2.0 **V)** Sequoia Self-Defense

Burning Blade ☆☆☆☆☆ 340 G
121 | 50 | Charge Build
Acquisition **F)** Weapon Workshop **C)** (Punishing) 85

Sword of Pride ☆☆☆☆☆ 510 G
140 | 70 | Charge Build
Acquisition **F)** Weapon Workshop

Yeti's Tooth ☆☆☆☆☆ 530 G
146 | 70 | Charge Build
Acquisition **A)** Factory Floors, Nazcaä, Western Woods **M)** Skeleplasm, Skelepuddler, Longfang **F)** Weapon Workshop **C)** (Burning) A15

Savage Sword ☆☆☆☆☆ 550 G
130 | 70 | Charge Build
Passive Skill Slightly increases damage dealt. (x5% dmg.)
Acquisition **F)** Weapon Workshop

Starfall Sword ☆☆☆☆☆ 580 G
159 | 70 | Charge Build
Acquisition **A)** Old Well **M)** Porc, Brineskimmer, Boarcher **V)** Cawtermaster's Store **C)** (Damp) F59

Cuttyfalchion ☆☆☆☆☆ 810 G
150 | 90 | Charge Build
Acquisition **F)** Weapon Workshop

Redeemer's Sword ☆☆☆☆☆ 850 G
184 | 90 | Charge Build
Acquisition **A)** Old Well, Nazcaä, Western Woods **M)** Porc Chopper, Skelepuddler, Bastion **F)** Weapon Workshop

Sword of Sighs ☆☆☆☆☆ 890 G
193 | 90 | Charge Build
Passive Skill Imbues attacks with elemental darkness.
Acquisition **F)** Weapon Workshop **C)** (Gloomy) 70

Radiant Blade ☆☆☆☆☆ 930 G
195 | 90 | Charge Build
Passive Skill Imbues attacks with Light damage.
Acquisition **A)** Nazcaä **M)** Windwyrm, Longfang **F)** Weapon Workshop

Giant's Tooth ☆☆☆☆☆ 1280 G
230 | 115 | Charge Build
Acquisition **A)** Nazcaä, Shrine of Unity, Freezybones Cave **M)** Porc, Longfang, Grynd! **F)** Weapon Workshop

Sizzling Sword ☆☆☆☆☆ 1410 G
253 | 115 | Charge Build
Passive Skill Imbues attacks with Fire damage.
Acquisition **F)** Weapon Workshop

Foxglove Glaive ☆☆☆☆☆ 1340 G
241 | 115 | Charge Build
Passive Skill Huge damage boost when ailment affects enemies. (+15% dmg.)
Acquisition **F)** Weapon Workshop

Bloody Brand ☆☆☆☆☆ 1470 G
255 | 115 | Charge Build
Acquisition **M)** Windwyrm, Skeleplasm, Bastion **F)** Weapon Workshop

Zodiarch's Sword ☆☆☆☆☆ 1880 G
280 | 140 | Charge Build
Acquisition **M)** Skelepuddler **F)** Weapon Workshop

Sword of State ☆☆☆☆☆ 1950 G
285 | 140 | Charge Build
Acquisition **M)** Porc, Windwyrm, Longfang (Lv.65) **F)** Weapon Workshop

Sword of Sorrow ☆☆☆☆☆ 2020 G
302 | 140 | Charge Build
Passive Skill Imbues attacks with elemental darkness.
Acquisition **M)** Porc Chopper, Oakenhart (Lv.65)

Lambent Blade ☆☆☆☆☆ 2100 G
305 | 140 | Charge Build
Passive Skill Imbues attacks with Light damage.
Acquisition **F)** Weapon Workshop

Sovereign Sword ☆☆☆☆☆ 2720 G
340 | 170 | Charge Build
Acquisition **M)** Porc, Windwyrm **F)** Weapon Workshop

Bloodthirsty Brand ☆☆☆☆☆ 2810 G
352 | 170 | Charge Build
Acquisition **F)** Weapon Workshop

Nebula Sword ☆☆☆☆☆ 2910 G
360 | 170 | Charge Build
Acquisition **M)** Porc Chopper, Longfang (Lv.80), BL-Yte

Daybreak Blade ☆☆☆☆☆ 3840 G
410 | 200 | Charge Build
Acquisition **F)** Weapon Workshop

Strength ☆☆☆☆☆ 3950 G
400 | 200 | Charge Build
Acquisition **F)** Weapon Workshop

Vermilion Blade ☆☆☆☆☆ 4070 G
300 | 200 | Charge Build
Acquisition **F)** Weapon Workshop

Primordial Sword ☆☆☆☆☆ 4180 G
400 | 200 | Charge Build
Acquisition **M)** Windwyrm, Longfang (Lv.100)

Sword of Unity ☆☆☆☆☆ — G
270 | 130 | Charge Build
Passive Skill Imbues attacks with Light damage. Attack and defense boosted vs. Horned One. (+20% dmg.)
Acquisition **S)** Quest (Ch.9-2)

Spears

Pig-Iron Pike ☆☆☆☆☆ 30 G
20 | 5 | Charge Build
Acquisition **A)** Cloudcoil Canyon (Ch.2-4), Forest of Niall, Grotty Grotto (Ch.2-4) **M)** BL-Ance Bot **F)** Weapon Workshop

Bandit Spear ☆☆☆☆☆ 40 G
25 | 5 | Charge Build
Acquisition **A)** Cloudcoil Canyon (Ch.2-4), Forest of Niall, Grotty Grotto (Ch.2-4) **M)** Bandit Lancer **V)** Sky Pirates' Arsenal

Ratspit ☆☆☆☆☆ 40 G
30 | 5 | Charge Build
Acquisition **A)** Ding Dong Well (Ch.2-0) **M)** Mouse Lancer **V)** Cawtermaster's Store **F)** Weapon Workshop

Upstanding Spear ☆☆☆☆☆ 70 G
45 | 25 | Charge Build
Acquisition **A)** Cloudcoil Canyon (Ch.2-4), Forest of Niall **M)** Wildfire Wyvern, BL-Ance Bot **V)** Gerel's Shop **F)** Weapon Workshop

Wolfram Spear ☆☆☆☆☆ 80 G
50 | 25 | Charge Build
Acquisition **A)** Forest of Niall, Abyss, Grotty Grotto (Ch.2-4) **V)** Iron Orchid **C)** 24

Ratskewer ☆☆☆☆☆ 90 G
52 | 25 | Charge Build
Acquisition **F)** Weapon Workshop

Soldier's Spear ☆☆☆☆☆ 180 G
81 | 40 | Charge Build
Acquisition **A)** Forest of Niall, Abyss, Factory Floors **M)** Wildfire Wyvern, Manticore, BL-Ance Bot, Stormigan **V)** Trident Tested Armorers **C)** B11

Bighorn Spear ☆☆☆☆☆ 160 G
75 | 40 | Charge Build
Acquisition **A)** Cloudcoil Canyon (Ch.2-4) **F)** Weapon Workshop

Lullaby Lance ☆☆☆☆☆ 200 G
65 | 40 | Charge Build
Passive Skill Slight chance of putting foes to sleep. (+4% chance)
Acquisition **F)** Weapon Workshop

Seaswell Spear ☆☆☆☆☆ 290 G
102 | 55 | Charge Build
Passive Skill Imbues attacks with Water damage.
Acquisition **F)** Weapon Workshop

Spectrum Spear ☆☆☆☆☆ 270 G
95 | 55 | Charge Build
Acquisition **A)** Abyss, Factory Floors **M)** Wildfire Wyvern **F)** Weapon Workshop

Lizard Lance ☆☆☆☆☆ 310 G
109 | 55 | Charge Build
Acquisition **A)** Abyss, Factory Floors, Old Well **M)** Porc Skewerer, Wicked Wyvern, Manticore **V)** Sequoia Self-Defense

Mistral Spear ☆☆☆☆☆ 330 G
116 | 55 | Charge Build
Passive Skill Imbues attacks with Wind damage.
Acquisition **F)** Weapon Workshop

Statesman's Spear ☆☆☆☆☆ 490 G
135 | 75 | Charge Build
Acquisition **A)** Factory Floors, Nazcaä, Western Woods **M)** Porc Skewerer, Manticore, Oakenhart **F)** Weapon Workshop **C)** R6

Batterhorn Spear ☆☆☆☆☆ 520 G
142 | 75 | Charge Build
Acquisition **F)** Weapon Workshop

Primal Spear ☆☆☆☆☆ 540 G
149 | 75 | Charge Build
Passive Skill Slightly increases damage dealt. (x5% dmg.)
Acquisition **F)** Weapon Workshop

Glorious Lance ☆☆☆☆☆ 570 G
156 | 75 | Charge Build
Acquisition **A)** Old Well **M)** Wicked Wyvern, Longfang **V)** Cawtermaster's Store **C)** (Deadly) 97

Beddy-Bye Lance ☆☆☆☆☆ 810 G
130 | 95 | Charge Build
Passive Skill Decent chance of confusing enemies. (+3% chance)
Acquisition **F)** Weapon Workshop

Dragon Lance ☆☆☆☆☆ 840 G
183 | 95 | Charge Build
Acquisition **A)** Old Well, Nazcaä, Western Woods **M)** Porc Skewerer, Wildfire Wyvern, Adamantiscore, Oakenhart **F)** Weapon Workshop

Hailstorm Harpoon ☆☆☆☆☆ 880 G
191 | 95 | Charge Build
Passive Skill Decent chance of freezing enemies. (+3% chance)
Acquisition **F)** Weapon Workshop **C)** (Chilly) B5

Fish Fork ☆☆☆☆☆ 920 G
199 | 95 | Charge Build
Passive Skill Imbues attacks with Water damage.
Acquisition **A)** Nazcaä **M)** Wicked Wyvern, Brineskimmer, Tusker **F)** Weapon Workshop

Prism Spear ☆☆☆☆☆ 1260 G
225 | 120 | Charge Build
Acquisition **A)** Nazcaä, Shrine of Unity, Freezybones Cave **M)** Wildfire Wyvern, Manticore, Adamantiscore, Brineskimmer, Charmigan

Strelitzia Spear ☆☆☆☆☆ 1300 G
233 | 120 | Charge Build
Passive Skill Huge damage boost when ailment affects enemies. (+15% dmg.)
Acquisition **F)** Weapon Workshop

Wood Sprite Spear ☆☆☆☆☆ 1340 G
235 | 120 | Charge Build
Acquisition **F)** Weapon Workshop

Soulshaker ☆☆☆☆☆ 1400 G
250 | 120 | Charge Build
Passive Skill Imbues attacks with elemental darkness.
Acquisition **M)** Porc Skewerer, Wicked Wyvern, Oakenhart **F)** Weapon Workshop

Whirlwind Spear ☆☆☆☆☆ 1840 G
275 | 145 | Charge Build
Passive Skill Imbues attacks with Wind damage.
Acquisition **M)** Adamantiscore, Oakenhart (Lv.65)

Splendiferous Lance ☆☆☆☆☆ 1900 G
284 | 145 | Charge Build
Acquisition **M)** Wicked Wyvern **F)** Weapon Workshop

Snowstorm Spear ☆☆☆☆☆ 1960 G
293 | 145 | Charge Build
Passive Skill High chance of freezing enemies. (+7% chance)
Acquisition **F)** Weapon Workshop

Dolphin Fork ☆☆☆☆☆ 2020 G
295 | 145 | Charge Build
Passive Skill Imbues attacks with Water damage.
Acquisition **M)** Porc Skewerer, Brineskimmer (Lv.65)

Wood God Spear ☆☆☆☆☆ 2680 G
335 | 175 | Charge Build
Acquisition **F)** Weapon Workshop

Soulbreaker ☆☆☆☆☆ 2740 G
343 | 175 | Charge Build
Passive Skill High chance of confusing enemies. (+4% chance)
Acquisition **M)** Manticore, Oakenhart (Lv.80), Jellena

Kaleidospear ☆☆☆☆☆ 2810 G
352 | 175 | Charge Build
Acquisition **M)** Adamantiscore **F)** Weapon Workshop

Dawnlight Lance ☆☆☆☆☆ 3790 G
410 | 205 | Charge Build
Acquisition **F)** Weapon Workshop

Chariot ☆☆☆☆☆ 3880 G
400 | 205 | Charge Build
Acquisition **F)** Weapon Workshop

Indigo Lance ☆☆☆☆☆ 3980 G
300 | 205 | Charge Build
Acquisition **F)** Weapon Workshop

Longshank ☆☆☆☆☆ 4050 G
400 | 205 | Charge Build
Acquisition **M)** Adamantiscore, Brineskimmer (Lv.100), Oakenhart (Lv.100)

Hammers & Axes

Iron Ax ☆☆☆☆☆ 50 G
35 | 5 | Charge Build
Acquisition **A)** Cloudcoil Canyon (Ch.3-1), Forest of Niall, Grotty Grotto (Ch.3-1) **M)** Whamster Banger, Bandit Axman, BL-Udgeon Bot **F)** Weapon Workshop

Massive Mallet ☆☆☆☆☆ 50 G
35 | 5 | Charge Build
Acquisition **A)** Cloudcoil Canyon (Ch.3-1), Forest of Niall, Grotty Grotto (Ch.3-1) **M)** Grimchilla Banger **V)** Sky Pirates' Arsenal

Ratchopper ☆☆☆☆☆ 50 G
35 | 5 | Charge Build
Acquisition **A)** Ding Dong Well (Ch.2-0) **M)** Mouse Malleteer **V)** Cawtermaster's Store **F)** Weapon Workshop

Monstrous Mallet ★★★★★ 90 G
55 | 15 | Charge Build
Acquisition **A)** Cloudcoil Canyon (Ch.3-1), Forest of Niall **M)** Whamstar Banger **V)** Gerel's Shop **F)** Weapon Workshop

Platinum Ax ★★★★★ 100 G
61 | 15 | Charge Build
Acquisition **A)** Forest of Niall, Abyss, Grotty Grotto (Ch.3-1) **M)** Grimchilla Banger, Bandit Captain, BL-Udgeon Bot, BL-Udgeon Bot 2.0 **V)** Iron Orchid **C)** (Cool F28

Ratcleaver ★★★★★ 130 G
76 | 15 | Charge Build
Acquisition **M)** Mouse Captain **F)** Weapon Workshop

Tower Toppler ★★★★★ 190 G
85 | 30 | Charge Build
Acquisition **A)** Cloudcoil Canyon (Ch.3-1) **F)** Weapon Workshop **C)** (Deadly) 39

Crimson Ax ★★★★★ 180 G
82 | 30 | Charge Build
Acquisition **A)** Forest of Niall, Abyss, Factory Floors **M)** Whamstar Banger, Thogg, BL-Udgeon Bot, BL-Udgeon Bot 2.0 **V)** Trident Tested Armorers

Mom's Favorite Pan ★★★★★ 210 G
45 | 30 | Charge Build
Passive Skill Decent chance of confusing enemies. (+3% chance)
Acquisition **F)** Weapon Workshop

Flashflood Ax ★★★★★ 350 G
123 | 45 | Charge Build
Passive Skill Imbues attacks with Water damage.
Acquisition **F)** Weapon Workshop

Gabriel's Gavel ★★★★★ 360 G
128 | 45 | Charge Build
Passive Skill Imbues attacks with Light damage.
Acquisition **A)** Abyss, Factory Floors, Old Well **M)** Skelepaladin, BL-Udgeon Bot 2.0 **V)** Sequoia Self-Defense

Sore Boar Ax ★★★★★ 300 G
105 | 45 | Charge Build
Acquisition **A)** Abyss, Factory Floors **M)** Grimchilla Banger, Thogg **F)** Weapon Workshop **C)** F3

Tomte Whomper ★★★★★ 370 G
131 | 45 | Charge Build
Passive Skill Slight chance of freezing enemies. (+2% chance)
Acquisition **F)** Weapon Workshop

Castle Crusher ★★★★★ 530 G
145 | 65 | Charge Build
Acquisition **M)** Yvan **F)** Weapon Workshop **C)** 65

Crimson Halberd ★★★★★ 560 G
154 | 65 | Charge Build
Acquisition **A)** Factory Floors, Nazcaä, Western Woods **M)** Whamstar Banger, Brineskimmer **F)** Weapon Workshop **C)** (Deadly) B37

Roar Hammer ★★★★★ 580 G
140 | 65 | Charge Build
Passive Skill Slightly increases damage dealt. (x5% dmg.)
Acquisition **F)** Weapon Workshop

Full Boar Ax ★★★★★ 600 G
164 | 65 | Charge Build
Acquisition **A)** Old Well **M)** Skelepaladin, Longfang **V)** Cawtermaster's Store

Foolproof Pan ★★★★★ 850 G
80 | 85 | Charge Build
Passive Skill High chance of confusing enemies. (+4% chance)
Acquisition **F)** Weapon Workshop

Ax of Champions ★★★★★ 880 G
190 | 85 | Charge Build
Acquisition **A)** Old Well, Nazcaä, Western Woods **M)** Zagg, Skelepaladin, Oakenhart **F)** Weapon Workshop

Cataclysm Ax ★★★★★ 940 G
203 | 85 | Charge Build
Passive Skill Imbues with elemental darkness.
Acquisition **M)** Twinky **F)** Weapon Workshop **C)** (Sickening) A3

Steelpounder ★★★★★ 970 G
211 | 85 | Charge Build
Acquisition **A)** Nazcaä **M)** Grimchilla Banger, Thogg, Longfang, Grimbaba

Megaton Maul ★★★★★ 1400 G
251 | 110 | Charge Build
Acquisition **M)** Skelepaladin, Longfang **F)** Weapon Workshop

Tundra Thumper ★★★★★ 1310 G
235 | 110 | Charge Build
Passive Skill Decent chance of freezing enemies. (+3% chance)
Acquisition **A)** Nazcaä, Shrine of Unity, Freezybones Cave **M)** Whamster Banger, Zagg, Brineskimmer **F)** Weapon Workshop

Belladonna Belter ★★★★★ 1360 G
244 | 110 | Charge Build
Passive Skill Huge damage boost when ailment affects enemy. (+15% dmg.)
Acquisition **F)** Weapon Workshop

Ogre King's Ax ★★★★★ 1450 G
259 | 110 | Charge Build
Acquisition **F)** Weapon Workshop

Sublime Hammer ★★★★★ 1910 G
285 | 135 | Charge Build
Passive Skill Imbues attacks with Light damage.
Acquisition **F)** Weapon Workshop

Gigaton Gavel ★★★★★ 1980 G
296 | 135 | Charge Build
Acquisition **M)** Grimchilla Banger, Bastion (Lv.65)

Ax of Heroes ★★★★★ 2030 G
303 | 135 | Charge Build
Acquisition **M)** Skelepaladin **F)** Weapon Workshop

Apocalypse Ax ★★★★★ 2090 G
312 | 135 | Charge Build
Acquisition **M)** Zagg, Longfang (Lv.65)

Goldpounder ★★★★★ 2760 G
345 | 165 | Charge Build
Acquisition **M)** Thogg, Porcopalypto

Ogre Emperor's Ax ★★★★★ 2840 G
356 | 165 | Charge Build
Acquisition **F)** Weapon Workshop

Teraton Trasher ★★★★★ 2890 G
362 | 165 | Charge Build
Acquisition **M)** Zagg, Longfang (Lv.80) **F)** Weapon Workshop

Gloaming Hammer ★★★★★ 3880 G
415 | 195 | Charge Build
Acquisition **F)** Weapon Workshop

Temperance ★★★★★ 3960 G
405 | 195 | Charge Build
Acquisition **F)** Weapon Workshop

Carmine Cudgel ★★★★★ 4040 G
305 | 195 | Charge Build
Acquisition **F)** Weapon Workshop

Meteor Mallet ★★★★★ 4160 G
405 | 195 | Charge Build
Passive Skill Imbues attacks with Fire damage.
Acquisition **M)** Thogg, Zagg, Longfang (Lv. 100), Bastion (Lv. 100)

Ranged Weapons

It's not always possible to get close to enemies, so having a good ranged weapon is also important, and the flexibility they can provide in combat is not to be underestimated.

Wands

Magic Wand ★★★★★ 20 G
10 | 15
Acquisition **A)** Cloudcoil Canyon, Forest of Niall, Grotty Grotto **M)** Mouse Sorceress **F)** Weapon Workshop

Wizard's Wand ★★★★★ 30 G
15 | 15
Acquisition **A)** Cloudcoil Canyon, Grotty Grotto, Crosswater Cavern **M)** Zapwing, Bandit Sorceress **V)** Sky Pirates' Arsenal **C)** (Dampi 41

Spellcaster's Shell ★★★★★ 40 G
20 | 15
Acquisition **A)** Forest of Niall **F)** Weapon Workshop

Warlock's Wand ★★★★★ 70 G
30 | 25
Acquisition **A)** Cloudcoil Canyon, Forest of Niall **M)** Zapwing **V)** Gerel's Shop **F)** Weapon Workshop **C)** (Spellcrafty) F30

Sorcerer's Scepter ★★★★★ 80 G
35 | 25
Acquisition **A)** Forest of Niall, Abyss, Grotty Grotto **M)** Charfinch **V)** Iron Orchid

Hag's Finger ★★★★★ 90 G
40 25
Acquisition **A)** Forest of Niall **F)** Weapon Workshop

Conjurer's Conch ★★★★★ 180 G
60 40
Passive Skill Imbues attacks with Water damage.
Acquisition **A)** Cloudcoil Canyon **F)** Weapon Workshop

Wand of Wit ★★★★★ 200 G
65 40
Acquisition **A)** Abyss, Factory Floors **M)** Zapwing **F)** Weapon Workshop **C)** (Refreshing) B3

Wizard's Posy ★★★★★ 210 G
70 40
Acquisition **A)** Forest of Niall, Crosswater Cavern, Runaway Cave **M)** Charfinch, Stellar Jelly, Mystral **V)** Trident Tested Armorers

Whirlpool Wand ★★★★★ 370 G
90 55
Passive Skill Imbues attacks with Water damage.
Acquisition **F)** Weapon Workshop

Flutterby Baton ★★★★★ 350 G
95 55
Acquisition **A)** Abyss, Factory Floors **M)** Charfinch **C)** (Damp) 44

Evil Eye Wand ★★★★★ 390 G
100 55
Acquisition **A)** Abyss, Factory Floors, Old Well **M)** Stellar Jelly **V)** Sequoia Self-Defense

Sunshine Staff ★★★★★ 410 G
105 55
Passive Skill Imbues attacks with Light damage.
Acquisition **F)** Weapon Workshop **C)** (Bright) 98

Wand of Wisdom ★★★★★ 650 G
130 75
Acquisition **A)** Factory Floors, Nazcaä, Western Woods **M)** Jelties, Bastion **F)** Weapon Workshop **C)** (Hig-Piggy) B4

Hag's Tooth ★★★★★ 680 G
135 75
Acquisition **F)** Weapon Workshop **C)** (Swift) A47

Toothclaw Wand ★★★★★ 700 G
140 75
Passive Skill Makes critical hits more likely. (+10% chance)
Acquisition **F)** Weapon Workshop

Gemblaze Baton ★★★★★ 730 G
145 75
Acquisition **A)** Old Well **M)** Zapwing, Brineskimmer **V)** Cawtermaster's Store

Wizard's Bouquet ★★★★★ 1080 G
170 95
Acquisition **A)** Old Well, Western Woods, Tumbledown Shrine **M)** Charfinch, Bastion

Gemfire Wand ★★★★★ 1110 G
175 95
Acquisition **F)** Weapon Workshop

Dreadstare Staff ★★★★★ 1140 G
180 95
Acquisition **A)** Nazcaä **M)** Wavewyrm **F)** Weapon Workshop **C)** (Chilly) 75

Spiteful Staff ★★★★★ 1180 G
185 95
Passive Skill Imbues attacks with elemental darkness.
Acquisition **A)** Nazcaä **M)** Helly Jelly, Brineskimmer, Dahlia **C)** (Gloomy) J

Flutterby Staff ★★★★★ 1690 G
220 120
Acquisition **A)** Nazcaä, Shrine of Unity, Freezybones Cave **M)** Zapwing, Brineskimmer, Zapple **F)** Weapon Workshop

Autumn Lily Wand ★★★★★ 1730 G
225 120
Passive Skill Decent chance of poisoning enemies. (+10% chance)
Acquisition **F)** Weapon Workshop

Mock Mornstar ★★★★★ 1770 G
230 120
Acquisition **F)** Weapon Workshop

Cherub's Scepter ★★★★★ 1800 G
235 120
Passive Skill Imbues attacks with Light damage.
Acquisition **M)** Wavewyrm, Jellies, Bastion **F)** Weapon Workshop

Moonlight Baton ★★★★★ 2490 G
270 145
Acquisition **M)** Wavewyrm, Bastion (Lv.65)

Sagestone Staff ★★★★★ 2540 G
275 145
Acquisition **F)** Weapon Workshop

True Mornstar ★★★★★ 2580 G
280 145
Passive Skill Imbues attacks with Light damage.
Acquisition **F)** Weapon Workshop

Rubyblaze Rod ★★★★★ 2630 G
285 145
Acquisition **M)** Charfinch, Helly Jelly, Brineskimmer (Lv.65)

Seraph's Staff ★★★★★ 3630 G
330 175
Acquisition **M)** Stellar Jelly, Brineskimmer (Lv.80) **F)** Weapon Workshop

Baleful Baton ★★★★★ 3680 G
335 175
Passive Skill Imbues attacks with elemental darkness.
Acquisition **M)** Wavewyrm, Helly Jelly, Brineskimmer (Lv.80), Horraura

Savantstone Staff ★★★★★ 3740 G
340 175
Acquisition **F)** Weapon Workshop

Noontide Scepter ★★★★★ 5140 G
390 205
Acquisition **F)** Weapon Workshop

World ★★★★★ 5210 G
395 205
Acquisition **F)** Weapon Workshop

Chartreuse Staff ★★★★★ 5280 G
400 205
Acquisition **F)** Weapon Workshop

Astra ★★★★★ 5340 G
405 205
Passive Skill Imbues attacks with Light damage.
Acquisition **M)** Wavewyrm, Brineskimmer (Lv.100)

Bows

Shortbow ★★★★★ 20 G
10 10
Acquisition **A)** Cloudcoil Canyon (Ch.2-4), Grotty Grotto (Ch.2-4), Crosswater Cavern **F)** Weapon Workshop

Huntsman's Bow ★★★★★ 30 G
15 10
Acquisition **A)** Cloudcoil Canyon (Ch.2-4), Forest of Niall, Grotty Grotto (Ch.2-4) **M)** Whamster Pranger **V)** Sky Pirates' Arsenal

Siege Bow ★★★★★ 40 G
20 10
Acquisition **A)** Forest of Niall **F)** Weapon Workshop

Ranger's Bow ★★★★★ 90 G
40 20
Acquisition **A)** Cloudcoil Canyon (Ch.2-4), Forest of Niall **M)** Whamster Pranger **V)** Gerel's Shop **F)** Weapon Workshop **C)** (Fiery) 27

Longbow ★★★★★ 100 G
45 20
Acquisition **A)** Forest of Niall, Abyss, Grotty Grotto (Ch.2-4) **M)** Grimchilla Pranger **V)** Iron Orchid

Barrage Bow ★★★★★ 120 G
50 20
Acquisition **A)** Forest of Niall, Grotty Grotto (Ch.2-4), Crosswater Cavern **F)** Weapon Workshop **C)** F32

Hybrid Bow ★★★★★ 210 G
70 35
Acquisition **A)** Cloudcoil Canyon (Ch.2-4) **F)** Weapon Workshop

Ogre's Bow ★★★★★ 230 G
75 35
Acquisition **A)** Forest of Niall, Abyss, Factory Floors **M)** Whamster Pranger, Grimchilla Pranger **V)** Trident Tested Armorers

Ammonite Bow ★★★★★ 240 G
80 35
Acquisition **F)** Weapon Workshop **C)** (Bright) B16

Bowsprit Bow ★★★★★ 410 G
100 50
Passive Skill Imbues attacks with Water damage.
Acquisition **F)** Weapon Workshop

Backshot Bow ★★★★★ 430 G
105 50
Acquisition **A)** Abyss, Factory Floors, Old Well **M)** Fangfish, Fanger **V)** Sequoia Self-Defense

Soulbeast Bow ☆☆☆☆☆ 390 G
110 50
Acquisition **A)** Abyss, Factory Floors **M)** Grimchilla Pranger **F)** Weapon Workshop

Electrixx Bow ☆☆☆☆☆ 450 G
115 50
Passive Skill Imbues attacks with Wind damage.
Acquisition **F)** Weapon Workshop

Composite Bow ☆☆☆☆☆ 700 G
140 70
Acquisition **A)** Factory Floors, Nazcaä, Western Woods **M)** Whamster Pranger, Bastion **F)** Weapon Workshop **C)** F10

Giant's Bow ☆☆☆☆☆ 730 G
145 70
Acquisition **M)** Grimpopo **F)** Weapon Workshop **C)** A24

Unbridled Bow ☆☆☆☆☆ 750 G
150 70
Passive Skill Makes critical hits more likely. (+10% chance)
Acquisition **F)** Weapon Workshop

Mammoth Bow ☆☆☆☆☆ 780 G
155 70
Acquisition **A)** Old Well **M)** Fangfish, Oakenhart **V)** Cawtermaster's Store **C)** A34

Nautilus Bow ☆☆☆☆☆ 1140 G
180 90
Acquisition **F)** Weapon Workshop

Ceremonial Bow ☆☆☆☆☆ 1180 G
185 90
Acquisition **A)** Old Well, Western Woods, Tumbledown Shrine **F)** Weapon Workshop

Nymph's Bow ☆☆☆☆☆ 1210 G
190 90
Passive Skill Imbues attacks with Wind damage.
Acquisition **A)** Nazcaä **M)** Grimchilla Pranger, Oakenhart

Blackwing Bow ☆☆☆☆☆ 1240 G
195 90
Passive Skill Imbues attacks with elemental darkness.
Acquisition **A)** Nazcaä **M)** Tropical Fangfish, Brineskimmer, Doomba **C)** (Confusing) 3

Godbeast Bow ☆☆☆☆☆ 1770 G
230 115
Acquisition **A)** Nazcaä, Shrine of Unity, Freezybones Cave **M)** Whamster Pranger, Fangfish, Oakenhart **F)** Weapon Workshop

Angelixx Bow ☆☆☆☆☆ 1880 G
235 115
Passive Skill Imbues attacks with Light damage.
Acquisition **F)** Weapon Workshop

Ritual Bow ☆☆☆☆☆ 1840 G
240 115
Acquisition **M)** Tropical Fangfish, Longfang **F)** Weapon Workshop

Daffodil Bow ☆☆☆☆☆ 1800 G
245 115
Passive Skill Decent chance of putting foes to sleep. (+8% chance)
Acquisition **F)** Weapon Workshop

Shadowshot Bow ☆☆☆☆☆ 2580 G
280 140
Acquisition **M)** Oakenhart (Lv.65) **F)** Weapon Workshop

Naga Bow ☆☆☆☆☆ 2630 G
285 140
Passive Skill Decent chance of poisoning enemies. (+10% chance)
Acquisition **M)** Grimchilla Pranger

Mastodon Bow ☆☆☆☆☆ 2670 G
290 140
Acquisition **M)** Tropical Fangfish, Longfang (Lv.65)

Sylph's Bow ☆☆☆☆☆ 2720 G
295 140
Acquisition **F)** Weapon Workshop

Basilisk Bow ☆☆☆☆☆ 3740 G
340 170
Passive Skill High chance of poisoning enemies. (+15% chance)
Acquisition **F)** Weapon Workshop

Blightwing Bow ☆☆☆☆☆ 3790 G
345 170
Passive Skill Imbues attacks with elemental darkness.
Acquisition **M)** Fangfish, Congerer

Sacrificial Bow ☆☆☆☆☆ 3850 G
350 170
Acquisition **M)** Tropical Fangfish, Oakenhart (Lv.80) **F)** Weapon Workshop

Sunburst Bow ☆☆☆☆☆ 5280 G
400 200
Acquisition **F)** Weapon Workshop

Moon ☆☆☆☆☆ 5340 G
405 200
Acquisition **F)** Weapon Workshop

Argent Bow ☆☆☆☆☆ 5410 G
410 200
Acquisition **F)** Weapon Workshop

Brightwing Bow ☆☆☆☆☆ 5540 G
420 200
Acquisition **M)** Fangfish, Oakenhart (Lv.100)

Guns

Sidearm ☆☆☆☆☆ 0 G
15 5
Acquisition Automatically acquired in Chapter 1-3

Blunderblaster ☆☆☆☆☆ 40 G
20 5
Acquisition **A)** Cloudcoil Canyon, Forest of Niall, Grotty Grotto **M)** Bandit Fusilier **V)** Sky Pirates' Arsenal **C)** (Dangerous) 11

Brawler ☆☆☆☆☆ 50 G
25 5
Acquisition **A)** Cloudcoil Canyon, Forest of Niall, Grotty Grotto **M)** Mouse Fusilier, BL-Ast Bot **F)** Weapon Workshop

Blunderbuzzer ☆☆☆☆☆ 120 G
50 15
Acquisition **A)** Cloudcoil Canyon, Forest of Niall **V)** Gerel's Shop, Iron Orchid **F)** Weapon Workshop **C)** (Confusing) F19

Custom Sidearm ☆☆☆☆☆ 140 G
55 15
Acquisition **F)** Weapon Workshop

Bulldozer ☆☆☆☆☆ 130 G
60 15
Acquisition **A)** Forest of Niall, Abyss, Grotty Grotto **M)** BL-Ast Bot

Plunderblaster ☆☆☆☆☆ 240 G
80 30
Acquisition **A)** Cloudcoil Canyon **F)** Weapon Workshop

Ice Crystal Pistol ☆☆☆☆☆ 260 G
85 30
Passive Skill Slight chance of freezing enemies. (+2% chance)
Acquisition **A)** Forest of Niall, Crosswater Cavern, Runaway Cave **M)** White Wyvern, BL-Ast Bot **V)** Trident Tested Armorers

Hurly Handgun ☆☆☆☆☆ 270 G
90 30
Acquisition **A)** Abyss, Factory Floors **M)** BL-Aster, Quilla **C)** (Gloomy) 130

Floodgate Flintlock ☆☆☆☆☆ 450 G
110 45
Passive Skill Imbues attacks with Water damage.
Acquisition **F)** Weapon Workshop

Hurlcules Handgun ☆☆☆☆☆ 490 G
125 45
Acquisition **A)** Factory Floors **M)** BL-Itzer **F)** Weapon Workshop **C)** (Fiery) F9

Cloudburster ☆☆☆☆☆ 430 G
120 45
Passive Skill Imbues attacks with Wind damage.
Acquisition **A)** Abyss **F)** Weapon Workshop

Sick Shooter ☆☆☆☆☆ 470 G
125 45
Passive Skill Imbues with elemental darkness.
Acquisition **A)** Abyss, Factory Floors, Old Well **M)** White Wyvern, BL-Aster **V)** Sequoia Self-Defense **C)** (Sickening) B20

Plunderbuss ☆☆☆☆☆ 750 G
150 65
Acquisition **A)** Factory Floors, Nazcaä, Western Woods **M)** White Wyvern, BL-Aster, Oakenhart **F)** Weapon Workshop

Iceberg Blaster ☆☆☆☆☆ 780 G
155 65
Passive Skill Decent chance of freezing enemies. (+3% chance)
Acquisition **M)** Puddley **F)** Weapon Workshop

Lodestone Laser ☆☆☆☆☆ 830 G
160 65
Acquisition **A)** Old Well **M)** BL-Itzer, Bastion **V)** Cawtermaster's Store **C)** (Bright) A25

Wild Sidearm ☆☆☆☆ 800 G
165 | 65
Passive Skill Makes critical hits more likely. (+10% chance)
Acquisition F) Weapon Workshop

Genuine Replica ☆☆☆☆ 1080 G
170 | 85
Acquisition F) Weapon Workshop

Soul Crusher ☆☆☆☆ 1240 G
195 | 85
Passive Skill Imbues attacks with elemental darkness.
Acquisition F) Weapon Workshop

Salamander ☆☆☆☆ 1270 G
200 | 85
Passive Skill Imbues weapon with fire.
Acquisition A) Old Well, Nazcaá, Western Woods M) Brilliantcore, Longfang

Frontier Flintlock ☆☆☆☆ 1300 G
205 | 85
Acquisition A) Nazcaá M) White Wyvern, BLitzer, Bastion, BLuAmmo F) Weapon Workshop

Maelstrominator ☆☆☆☆ 1840 G
240 | 110
Acquisition A) Nazcaá, Shrine of Unity, Freezybones Cave M) White Wyvern, Brilliantcore, Oakenhart C) (Dark) B7

Direarm ☆☆☆☆ 1920 G
245 | 110
Acquisition M) BLAster, Bastion F) Weapon Workshop

Licorice Boomstick ☆☆☆☆ 1880 G
245 | 110
Passive Skill Decent chance of confusing enemies. (+3% chance)
Acquisition F) Weapon Workshop

Blitz-o-Blaster ☆☆☆☆ 1960 G
255 | 110
Passive Skill Imbues attacks with Wind damage.
Acquisition F) Weapon Workshop

Lodestar Laser ☆☆☆☆ 2670 G
290 | 135
Acquisition F) Weapon Workshop

Unreal Thing ☆☆☆☆ 2720 G
295 | 135
Acquisition M) Brilliantcore, Bastion (Lv.65)

Soul Destroyer ☆☆☆☆ 2770 G
300 | 135
Passive Skill Imbues attacks with elemental darkness.
Acquisition M) BLitzer, Brineskimmer (Lv.65)

Firedrake ☆☆☆☆ 2810 G
305 | 135
Passive Skill Imbues attacks with Fire damage.
Acquisition F) Weapon Workshop

Master Blaster ☆☆☆☆ 3850 G
350 | 165
Acquisition M) BLAster, Bastion (Lv.80)

Badland Blaster ☆☆☆☆ 3900 G
355 | 165
Acquisition F) Weapon Workshop

Pyramid Beam ☆☆☆☆ 3960 G
360 | 165
Acquisition M) Brilliantcore, Bastion (Lv.80), Elkwhisker F) Weapon Workshop

Rising Sun Gun ☆☆☆☆ 5410 G
410 | 195
Acquisition F) Weapon Workshop

Judgment ☆☆☆☆ 5470 G
415 | 195
Acquisition F) Weapon Workshop

Ultraviolet Ray ☆☆☆☆ 5540 G
400 | 195
Acquisition F) Weapon Workshop

Cad's Cannon ☆☆☆☆ 5610 G
425 | 195
Acquisition M) Brilliantcore, BLitzer, Bastion (Lv.100)

Armor: Body & Feet/Legs

While there are no restrictions on which characters can wear what pieces of armor, deciding which character gets what is still a big choice to make depending on your playstyle. The various types of armor can be used to either bolster a characters already naturally strong defensive type to make them even more resistant to it, or be used to shore up a defensive stat that they may be lacking in.

Body

Old Cloak ☆☆☆☆ 30 G
15 | 15
Acquisition A) Cloudcoil Canyon, Forest of Niall, Grotty Grotto M) Wyvern V) Grimalkin Merchant, Sky Pirates' Arsenal F) Outfitters C) (Choppy) F1

Basic Wizardwear ☆☆☆☆☆ 50 G
15 | 22
Acquisition A) Cloudcoil Canyon, Forest of Niall, Grotty Grotto F) Outfitters C) (Gustproof) F52

Leather Armor ☆☆☆☆☆ 70 G
30 | 15
Acquisition A) Forest of Niall, Abyss, Grotty Grotto M) Wyvern V) Carel's Shop F) Outfitters C) (Shootyl F21, (Duskproof) F24

Light Tunic ☆☆☆☆☆ 70 G
15 | 30
Acquisition A) Forest of Niall, Abyss, Grotty Grotto M) Wyvern Warlord V) Iron Orchid C) (Perky) F36, (Perky) 109

Spring Mantle ☆☆☆☆☆ 60 G
20 | 25
Acquisition A) Cloudcoil Canyon, Forest of Niall F) Outfitters C) (Glowproof) F51

Iron Armor ☆☆☆☆☆ 150 G
45 | 35
Acquisition A) Cloudcoil Canyon F) Outfitters

Soldier's Cloak ☆☆☆☆☆ 130 G
40 | 40
Acquisition F) Outfitters C) (Choppy) B1

Twinkly Tunic ☆☆☆☆☆ 150 G
35 | 45
Acquisition A) Forest of Niall, Abyss, Factory Floors M) Wyvern, Wyvern Warlord, Mossy Monument V) Trident Tested Armorers C) (Wizardly) 40

Autumn Mantle ☆☆☆☆☆ 230 G
55 | 55
Acquisition A) Abyss, Factory Floors, Old Well M) Crystal Crypt, Florette V) Sequoia Self-Defense C) (Multiproof) F1

Cascading Robes ☆☆☆☆☆ 280 G
45 | 65
Passive Skill Boosts Water resistance. (+25% res.)
Acquisition F) Outfitters

Bone Mail ☆☆☆☆☆ 280 G
65 | 45
Acquisition A) Abyss, Factory Floors M) Wyvern Warlord, Mossy Monument, Clangston F) Outfitters C) (Anti-Nixing) 51

Enchanted Armor ☆☆☆☆☆ 250 G
60 | 50
Acquisition F) Outfitters C) (Gutsy) 60

Restoration Robes ☆☆☆☆☆ 460 G
65 | 85
Passive Skill Slightly boosts Wind resistance. (+20% res.)
Acquisition A) Old Well, Western Woods, Tumbledown Shrine M) Wyvern, Brineskimmer, Oakenhart V) Cawtermaster's Store C) (Multiproof) F57

Liberator's Cloak ☆☆☆☆☆ 410 G
75 | 75
Acquisition F) Outfitters C) (Windproof) 93

Marauder's Armor ☆☆☆☆☆ 460 G
85 | 65
Acquisition A) Factory Floors, Nazcaá M) Crystal Crypt, Long-fang, Bastion F) Outfitters C) (Vengeful) A18, (Smashy) A32

Chieftain's Cloak ☆☆☆☆☆ 440 G
80 | 70
Passive Skill Some MP restored when taking damage. (+10% MP per hit)
Acquisition F) Outfitters C) (Alert) A11

Daredevil's Armor ☆☆☆☆ 730 G
105 85
Acquisition **A)** Old Well, Western Woods, Tumbledown Shrine **M)** Wyvern Warlord, Longfang, Bastion, Gaialith **C)** Vengeful! 79

Robes of Wisdom ☆☆☆☆ 690 G
85 100
Acquisition **A)** Nazcka **M)** Mossy Monument, Brineskimmer, Oakenhart **F)** Outfitters **C)** (Hearty) A2

Radiant Raiment ☆☆☆☆ 690 G
85 100
Acquisition **F)** Outfitters

Warlord's Armor ☆☆☆☆ 690 G
100 95
Acquisition **M)** Boarzerker **F)** Outfitters

Crystal Robes ☆☆☆☆ 1090 G
110 130
Acquisition **A)** Nazcka, Shrine of Unity, Freezybones Cave **M)** Crystal Crypt, Longfang, Brineskimmer **F)** Outfitters **C)** (Wizardly) 82

Wolfsbane Mail ☆☆☆☆ 1090 G
130 110
Passive Skill Boosts resistance to all ailments. (+20% res.)
Acquisition **F)** Outfitters

Heretic's Robes ☆☆☆☆ 1050 G
105 125
Acquisition **M)** Wyvern, Bastion, Oakenhart

Saint's Mantle ☆☆☆☆ 1000 G
120 120
Passive Skill Greatly boosts light resistance. (+30% res.)
Acquisition **F)** Outfitters

Imperial Mail ☆☆☆☆ 1560 G
155 125
Acquisition **F)** Outfitters

Phantom Mantle ☆☆☆☆ 1560 G
125 155
Passive Skill Boosts dark resistance. (+25% res.)
Acquisition **M)** Wyvern Warlord, Brineskimmer (Lv.65), Bastion (Lv.65)

Rococo Robe ☆☆☆☆ 1460 G
145 145
Acquisition **M)** Mossy Monument, Longfang (Lv.65), Oakenhart (Lv.65) **F)** Outfitters

Celestial Robe ☆☆☆☆ 2220 G
160 185
Acquisition **F)** Outfitters

Infernal Mail ☆☆☆☆ 2220 G
185 155
Passive Skill Greatly boosts dark resistance. (+30% res.)
Acquisition **M)** Crystal Crypt, Longfang (Lv.80), Bastion (Lv.80), Floode

Coat of Clarity ☆☆☆☆ 2100 G
155 175
Acquisition **M)** Brineskimmer (Lv.80), Oakenhart (Lv.80) **F)** Outfitters

Peacemaker's Mail ☆☆☆☆ 2160 G
180 165
Acquisition **F)** Outfitters

Sun Raiment ☆☆☆☆ 2950 G
205 195
Passive Skill Greatly reduces damage taken. (15% less dmg.)
Acquisition **F)** Outfitters

Hermit's Robe ☆☆☆☆ 3240 G
185 225
Passive Skill MP is gradually restored during battle. (+5% MP –)
Acquisition **F)** Outfitters

Elysian Armor ☆☆☆☆ 3240 G
225 185
Passive Skill Greatly boosts all elemental resistances. (+20% res.)
Acquisition **F)** Outfitters

Ermine Robes ☆☆☆☆ 2950 G
195 205
Acquisition **M)** Monuments

Feet/Legs

Simple Slippers ☆☆☆☆ 10 G
5 5
Acquisition **A)** Cloudcoil Canyon, Forest of Niall, Grotty Grotto **M)** Grimchilla Clasher **F)** Outfitters **C)** (Detox) F6

Whirlwind Boots ☆☆☆☆ 30 G
15 15
Acquisition **A)** Cloudcoil Canyon, Forest of Niall **M)** Grimchilla Clasher **V)** Sky Pirates' Arsenal **F)** Outfitters **C)** (Gustproof) 12

Boss's Boots ☆☆☆☆ 50 G
20 10
Acquisition **A)** Forest of Niall, Abyss, Grotty Grotto **M)** Grimchilla Splasher, Mumshroom **V)** Garel's Shop **F)** Outfitters **C)** (Gutsy) F23

Silk Slippers ☆☆☆☆ 100 G
30 30
Acquisition **A)** Cloudcoil Canyon, Forest of Niall **M)** Grimchilla Clasher, Mumshroom **V)** Iron Orchid **C)** (Twangy) F29

Rakish Boots ☆☆☆☆ 110 G
35 25
Acquisition **F)** Outfitters **C)** (Determined) 126

Sea Breeze Sandals ☆☆☆☆ 190 G
45 45
Acquisition **A)** Abyss, Factory Floors, Old Well **M)** Grimchilla Splasher, Mumshroom, Lily **V)** Trident Tested Armorers **C)** (Waterproof) 45

Wave Walkers ☆☆☆☆ 190 G
40 45
Passive Skill Boosts water resistance. (+25% res.)
Acquisition **F)** Outfitters

Cybernetic Boots ☆☆☆☆ 380 G
70 60
Acquisition **A)** Factory Floors, Old Well, Western Woods **M)** Grimchilla Splasher, Grimchilla Clasher, Longfang, Brineskimmer, Bastion, Oakenhart **V)** Sequoia Self-Defense **C)** (Hale) B18

Brute's Boots ☆☆☆☆ 350 G
60 65
Passive Skill Some MP restored when taking damage. (+10% MP per hit)
Acquisition **F)** Outfitters **C)** (Untouchable) 87

Roguish Boots ☆☆☆☆ 620 G
80 90
Acquisition **F)** Outfitters **C)** (Multiproof) B1

Strongbox Boots ☆☆☆☆ 590 G
85 75
Acquisition **A)** Old Well, Nazcka, Western Woods **M)** Grimchilla Splasher, Mumshroom, Glumshroom, Longfang, Brineskimmer, Bastion, Oakenhart, Madusa **V)** Cawtermaster's Store **C)** (Anti-Nixing) B31, (Secure) A50

Gaudy Galoshes ☆☆☆☆ 960 G
95 115
Acquisition **A)** Nazcka, Shrine of Unity, Freezybones Cave **M)** Grimchilla Clasher, Glumshroom, Longfang, Brineskimmer, Bastion, Oakenhart **F)** Outfitters **C)** (Zappy) 72

Devil's Trumpets ☆☆☆☆ 960 G
115 95
Passive Skill Boosts resistance to all ailments. (+20% res.)
Acquisition **F)** Outfitters

Biometric Boots ☆☆☆☆ 1410 G
140 130
Acquisition **M)** Grimchilla Splasher, Mumshroom, Glumshroom, Longfang (Lv.65), Brineskimmer (Lv.65), Bastion (Lv.65), Oakenhart (Lv.65) **F)** Outfitters

Southerly Sandals ☆☆☆☆ 1360 G
125 135
Acquisition **F)** Outfitters

Geomancer's Shoes ☆☆☆☆ 1980 G
165 165
Acquisition **M)** Glumshroom, Longfang (Lv.80), Brineskimmer (Lv.80), Bastion (Lv.80), Oakenhart (Lv.80) **F)** Outfitters

Bastion Boots ☆☆☆☆ 1980 G
165 155
Acquisition **M)** Lymina **F)** Outfitters

Solstice Slippers ☆☆☆☆ 2660 G
175 185
Passive Skill MP is gradually restored during battle. (+5% MP –)
Acquisition **F)** Outfitters

Towers ☆☆☆☆ 2800 G
175 195
Passive Skill Some MP restored when taking damage. (+10% MP per hit)
Acquisition **F)** Outfitters

Boots of Beryl ☆☆☆☆ 2800 G
195 185
Passive Skill Greatly boosts all elemental resistances. (+20% res.)
Acquisition **F)** Outfitters

Sainted Sabatons ☆☆☆☆ 2800 G
195 195
Acquisition **M)** Glumshroom, Longfang (Lv.100), Brineskimmer (Lv.100), Bastion (Lv.100), Oakenhart (Lv.100)

Accessories: Handwear & Neckwear

Accessories come in two types; Handwear and Neckwear. The rings found within the Handwear category are primarily used to boost or add specific offensive capabilities that can have a dramatic effect on the damage output of a character. Neckwear on the other hand is there to provide additional defensive options, be it through resistance to status ailments or straight up defense boosts. Like the Equipment Skills, we have also sorted these by their effect type so that it's easy to find everything related to each type of effect.

Handwear



Champion's Ring ☆☆☆☆☆ 50 G
5 0 **Offensive Boosts**
Passive Skill Slightly strengthens all attacks. (+5 dmg.)
Acquisition **A)** Forest of Niall **M)** Tainted Monsters defeated: 4 **F)** Outfitters



Close-Range Ring ☆☆☆☆☆ 50 G
5 0 **Offensive Boosts**
Passive Skill Slightly strengthens melee attacks. (+5 dmg.)
Acquisition **A)** Cloudcoil Canyon, Grotty Grotto, Crosswater Cavern **V)** Taskmaster **F)** Outfitters **C)** F13



Long-Range Ring ☆☆☆☆☆ 50 G
5 0 **Offensive Boosts**
Passive Skill Slightly strengthens ranged attacks. (+5 dmg.)
Acquisition **A)** Cloudcoil Canyon **V)** Taskmaster **F)** Outfitters **C)** 108



Mage's Ring ☆☆☆☆☆ 50 G
5 0 **Offensive Boosts**
Passive Skill Slightly strengthens magical attacks. (+5 dmg.)
Acquisition **A)** Cloudcoil Canyon, Forest of Niall **V)** Taskmaster **F)** Outfitters



Cryptic Close-Range Ring ☆☆☆☆☆ 320 G
5 0 **Offensive Boosts**
Passive Skill Melee boosted at max. MP. (+8% dmg.)
Acquisition **A)** Abyss, Western Woods, Tumbledown Shrine **F)** Outfitters **C)** A51



Cryptic Long-Range Ring ☆☆☆☆☆ 320 G
5 0 **Offensive Boosts**
Passive Skill Ranged attacks boosted at max. MP. (+8% dmg.)
Acquisition **M)** Oakenhart



Elite Archer's Ring ☆☆☆☆☆ 180 G
5 0 **Offensive Boosts**
Passive Skill Ranged strikes boosted when HP is low. (+15% dmg. when below 30% HP)
Acquisition **A)** Forest of Niall, Abyss **F)** Outfitters



Elite Sorcerer's Ring ☆☆☆☆☆ 180 G
5 0 **Offensive Boosts**
Passive Skill Magic boosted when HP is low. (+15% dmg. when below 30% HP)
Acquisition **A)** Abyss, Factory Floors **M)** Googah **F)** Outfitters **C)** 35



Elite Warrior's Ring ☆☆☆☆☆ 180 G
5 0 **Offensive Boosts**
Passive Skill Melee strikes boosted when HP is low. (+20% dmg. when below 30% HP)
Acquisition **A)** Forest of Niall **M)** Grimwit **F)** Outfitters **C)** 95



Ruthless Ring ☆☆☆☆☆ 180 G
5 0 **Offensive Boosts**
Passive Skill Huge damage boost when ailment is in effect. (+20% dmg.)
Acquisition **F)** Outfitters



Shiny Close-Range Ring ☆☆☆☆☆ 320 G
5 0 **Offensive Boosts**
Passive Skill Strengthens melee attacks. (+20 dmg.)
Acquisition **A)** Factory Floors **M)** Longfang **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** 122



Shiny Long-Range Ring ☆☆☆☆☆ 320 G
5 0 **Offensive Boosts**
Passive Skill Strengthens ranged attacks. (+20 dmg.)
Acquisition **A)** Abyss, Old Well, Western Woods **M)** Bastion **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** B4



Shiny Mage's Ring ☆☆☆☆☆ 320 G
5 0 **Offensive Boosts**
Passive Skill Strengthens Magical attacks. (+20 dmg.)
Acquisition **A)** Factory Floors **M)** Brineskimmer **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** B38



Initiate's Ring ☆☆☆☆☆ 520 G
5 0 **Offensive Boosts**
Passive Skill Makes critical hits slightly more likely. (+5% chance)
Acquisition **A)** Old Well **M)** Oakenhart **F)** Outfitters **C)** A52



Punisher's Ring ☆☆☆☆☆ 520 G
5 0 **Offensive Boosts**
Passive Skill Slightly boosts critical hit damage. (x5% dmg.)
Acquisition **F)** Outfitters **C)** 49



Shiny Champion's Ring ☆☆☆☆☆ 520 G
5 0 **Offensive Boosts**
Passive Skill Strengthens all attacks. (+20 dmg.)
Acquisition **A)** Nazcala, Western Woods, Tumbledown Shrine **M)** Longfang **F)** Outfitters



Underdog's Ring ☆☆☆☆☆ 520 G
5 0 **Offensive Boosts**
Passive Skill Damage boost when ailment in effect. (+30% dmg.)
Acquisition **F)** Outfitters



Adept's Ring ☆☆☆☆☆ 1080 G
5 0 **Offensive Boosts**
Passive Skill Makes critical hits more likely. (+10% chance)
Acquisition **F)** Outfitters



Master Archer's Ring ☆☆☆☆☆ 1740 G
5 0 **Offensive Boosts**
Passive Skill Ranged strikes greatly boosted when HP is low. (+20% dmg. when below 30% HP)
Acquisition **F)** Outfitters



Master Sorcerer's Ring ☆☆☆☆☆ 1740 G
5 0 **Offensive Boosts**
Passive Skill Magic greatly boosted when HP is low. (+25% dmg. when below 30% HP)
Acquisition **F)** Outfitters



Master Warrior's Ring ☆☆☆☆☆ 1740 G
5 0 **Offensive Boosts**
Passive Skill Melee greatly boosted when HP is low. (+30% dmg. when below 30% HP)
Acquisition **F)** Outfitters



Radiant Close-Range Ring ☆☆☆☆☆ 1080 G
5 0 **Offensive Boosts**
Passive Skill Seriously strengthens melee attacks. (+50 dmg.)
Acquisition **V)** Taskmaster (Game Clear) **F)** Outfitters



Radiant Long-Range Ring ☆☆☆☆☆ 1080 G
5 0 **Offensive Boosts**
Passive Skill Seriously strengthens ranged attacks. (+50 dmg.)
Acquisition **V)** Taskmaster (Game Clear) **F)** Outfitters



Radiant Mage's Ring ☆☆☆☆☆ 1080 G
5 0 **Offensive Boosts**
Passive Skill Seriously strengthens magical attacks. (+50 dmg.)
Acquisition **V)** Taskmaster (Game Clear) **F)** Outfitters



Uncanny Close-Range Ring ☆☆☆☆☆ 1740 G
5 0 **Offensive Boosts**
Passive Skill Melee greatly boosted at max. MP. (+15% dmg.)
Acquisition **M)** Longfang (Lv.65), Tainted Monsters defeated: 45



Uncanny Long-Range Ring ☆☆☆☆☆ 1740 G
5 0 **Offensive Boosts**
Passive Skill Ranged attacks greatly boosted at max. MP. (+15% dmg.)
Acquisition **M)** Bastion (Lv.65)



Executioner's Ring ☆☆☆☆☆ 3300 G
5 0 **Offensive Boosts**
Passive Skill Greatly boosts critical hit damage. (x10% dmg.)
Acquisition **M)** Oakenhart (Lv.100), Humphrey



Grandmaster's Ring ☆☆☆☆☆ 3300 G
5 0 **Offensive Boosts**
Passive Skill Makes critical hits much more likely. (+15% chance)
Acquisition **M)** Brineskimmer (Lv.100)



Quickfire Ring ☆☆☆☆☆ 2360 G
5 0 **Offensive Boosts**
Passive Skill Charged attacks build more quickly. (20% less time)
Acquisition **C)** A10 **S)** Dreamer's Maze (No. 10)



Radiant Champion's Ring ☆☆☆☆☆ 3300 G
5 0 **Offensive Boosts**
Passive Skill Seriously strengthens all attacks. (+50 dmg.)
Acquisition **M)** Longfang (Lv.100)

Ring of Spite ☆☆☆☆☆ 520 G

0 5 | 0 0 | Ailment Infliction

Passive Skill More likely to inflict status ailments. (+3% chance)

Acquisition F) Outfitters **C)** 100

Ring of Rancor ☆☆☆☆☆ 2360 G

0 5 | 0 0 | Ailment Infliction

Passive Skill Much likelier to inflict status ailments. (+5% chance)

Acquisition M) Bastion (Lv.80), Tainted Monsters defeated: 50

Breezy Ring ☆☆☆☆☆ 110 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Slightly increases Wind damage. (x115% dmg.)

Acquisition A) Cloudcoil Canyon, Forest of Niall, Grotty Grotto **M)** Oakenhart **V)** Sequoia Self-Defense, Taskmaster **F)** Outfitters **C)** 15

Bright Ring ☆☆☆☆☆ 110 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Slightly increases Light damage. (x115% dmg.)

Acquisition M) Bastion **V)** Cawtermaster's Store, Taskmaster **F)** Outfitters

Burning Ring ☆☆☆☆☆ 110 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Slightly increases Fire damage. (x115% dmg.)

Acquisition A) Forest of Niall, Grotty Grotto, Crosswater Cavern **M)** Longfang **V)** Iron Orchid, Taskmaster **F)** Outfitters **C)** F60

Dingy Ring ☆☆☆☆☆ 110 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Slightly increases Dark damage. (x115% dmg.)

Acquisition V) Taskmaster **F)** Outfitters

Dripping Ring ☆☆☆☆☆ 110 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Slightly increases Water damage. (x115% dmg.)

Acquisition A) Forest of Niall, Abyss, Grotty Grotto **M)** Brineskimmer **V)** Trident Tested Armorers, Taskmaster **F)** Outfitters **C)** F44

Blazing Ring ☆☆☆☆☆ 780 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Greatly increases Fire damage. (x25% dmg.)

Acquisition V) Taskmaster (Ch.7-0) **F)** Outfitters **C)** A35

Blinding Ring ☆☆☆☆☆ 780 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Greatly increases Light damage. (x25% dmg.)

Acquisition V) Taskmaster (Ch.7-0) **F)** Outfitters **C)** B35

Blustery Ring ☆☆☆☆☆ 780 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Greatly increases Wind damage. (x25% dmg.)

Acquisition V) Taskmaster (Ch.7-0) **F)** Outfitters **C)** A8

Pitch-Dark Ring ☆☆☆☆☆ 780 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Greatly increases Dark damage. (x25% dmg.)

Acquisition V) Taskmaster (Ch.7-0) **F)** Outfitters

Sopping Ring ☆☆☆☆☆ 780 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Greatly increases Water damage. (x25% dmg.)

Acquisition V) Taskmaster (Ch.7-0) **F)** Outfitters **C)** A30

Wrecker's Ring ☆☆☆☆☆ 2360 G

0 5 | 0 0 | Elemental Boosts

Passive Skill Boosts all elemental resistances. (+15% res.)

Acquisition M) Longfang (Lv.80)

Light-Fingered Ring ☆☆☆☆☆ 3300 G

0 5 | 0 0 | Miscellaneous

Passive Skill Increases chance of successful stealing. (+20% chance)

Acquisition M) Tainted Monsters defeated: 7

Neckwear

Warrior's Little Helper ☆☆☆☆☆ 3300 G

0 0 | 0 5 | Offensive Boosts

Passive Skill Reduces MP used for special moves. (1 less MP)

Acquisition M) Tainted Monsters defeated: 60

Wizard's Little Helper ☆☆☆☆☆ 3300 G

0 0 | 0 5 | Offensive Boosts

Passive Skill Reduces MP used when casting spells. (1 less MP)

Acquisition M) Tainted Monsters defeated: 55

Baby Buckler ☆☆☆☆☆ 50 G

0 5 | 0 5 | Defensive Boosts

Passive Skill Slightly improves Physical defense. (+5 def.)

Acquisition A) Cloudcoil Canyon **V)** Taskmaster **F)** Outfitters **C)** 10

Bulwark Brooch ☆☆☆☆☆ 50 G

0 5 | 0 10 | Defensive Boosts

Passive Skill Slightly improves Physical and Magical defense. (+5 phys./+5 mag. def.)

Acquisition A) Forest of Niall **M)** Tainted Monsters defeated: 2 **F)** Outfitters

Hearty Pendant ☆☆☆☆☆ 50 G

0 0 | 0 5 | Defensive Boosts

Passive Skill Slightly increases max. HP. (+50 to max. HP)

Acquisition A) Cloudcoil Canyon, Grotty Grotto, Crosswater Cavern **V)** Taskmaster **F)** Outfitters **C)** F47

Magic Muffler ☆☆☆☆☆ 50 G

0 0 | 0 10 | Defensive Boosts

Passive Skill Slightly improves Magical defense. (+5 def.)

Acquisition A) Cloudcoil Canyon, Forest of Niall **V)** Taskmaster **F)** Outfitters **C)** F16

Pendant of Grit ☆☆☆☆☆ 180 G

0 0 | 0 5 | Defensive Boosts

Passive Skill Defense boosted when HP is low. (+20% def.)

Acquisition A) Forest of Niall, Abyss **F)** Outfitters

Pendant of Pluck ☆☆☆☆☆ 180 G

0 0 | 0 5 | Defensive Boosts

Passive Skill Magic defense boosted when HP is low. (+20% def.)

Acquisition A) Cloudcoil Canyon **F)** Outfitters

Shiny Baby Buckler ☆☆☆☆☆ 320 G

0 20 | 0 5 | Defensive Boosts

Passive Skill Improves Physical defense. (+20 def.)

Acquisition A) Abyss, Factory Floors, Western Woods **M)** Longfang **V)** Taskmaster (Ch.7-0) **F)** Outfitters

Shiny Hearty Pendant ☆☆☆☆☆ 320 G

0 0 | 0 5 | Defensive Boosts

Passive Skill Increases max. HP (+100 to max. HP)

Acquisition A) Abyss, Western Woods, Tumbledown Shrine **M)** Bastion **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** 101

Shiny Magic Muffler ☆☆☆☆☆ 320 G

0 0 | 0 25 | Defensive Boosts

Passive Skill Improves Magical defense. (+20 def.)

Acquisition A) Abyss, Factory Floors, Old Well **M)** Brineskimmer **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** 105

Shiny Bulwark Brooch ☆☆☆☆☆ 520 G

0 20 | 0 25 | Defensive Boosts

Passive Skill Improves Physical and Magical defense. (+20 phys./+20 mag. def.)

Acquisition A) Old Well, Nazca's Nest **M)** Bastion **F)** Outfitters

Pendant of Pure Pluck ☆☆☆☆☆ 1740 G

0 0 | 0 5 | Defensive Boosts

Passive Skill Magic defense greatly boosted when HP is low. (+30% def. when own HP is below 30%)

Acquisition F) Outfitters

Pendant of True Grit ☆☆☆☆☆ 1740 G

0 0 | 0 5 | Defensive Boosts

Passive Skill Defense greatly boosted when HP is low. (+30% def. when own HP is below 30%)

Acquisition F) Outfitters

Radiant Baby Buckler ☆☆☆☆☆ 1080 G

0 50 | 0 5 | Defensive Boosts

Passive Skill Greatly improves Physical defense. (+50 def.)

Acquisition V) Taskmaster (Game Clear) **F)** Outfitters

Radiant Hearty Pendant ☆☆☆☆☆ 1080 G

0 0 | 0 5 | Defensive Boosts

Passive Skill Substantially increases max. HP. (+150 to max. HP)

Acquisition M) Sindulata **V)** Taskmaster (Game Clear) **F)** Outfitters

Radiant Magic Muffler ☆☆☆☆☆ 1080 G

0 0 | 0 55 | Defensive Boosts

Passive Skill Seriously improves Magical defense. (+50 def.)

Acquisition V) Taskmaster (Game Clear) **F)** Outfitters

Radiant Bulwark Brooch ☆☆☆☆☆ 3300 G

0 50 | 0 55 | Defensive Boosts

Passive Skill Greatly improves Physical and Magical defense. (+50 phys./+50 mag. def.)

Acquisition M) Bastion (Lv.100)

Slippery Pendant ☆☆☆☆☆ 2360 G

0 0 | 0 5 | Defensive Boosts

Passive Skill Invulnerable for longer when dodging. (20% more time)

Acquisition M) Oakenhart (Lv.80), Tainted Monsters defeated: 30

Unbreakable Necklace ☆☆☆☆☆ 2360 G

0 0 | 0 5 | Defensive Boosts

Passive Skill Hangs on with 1 HP after a big hit. (when own HP is above 50%)

Acquisition M) Mangala

Antifreeze Pendant ☆☆☆☆☆ 120 G

0 0 | 0 5 | Ailment Resistance

Passive Skill Boosts resistance to freezing. (+40% res.)

Acquisition A) Cloudcoil Canyon, Abyss, Crosswater Cavern **V)** Trident Tested Armorers, Taskmaster **F)** Outfitters **C)** B10

Nixaway Necklace ☆☆☆☆☆ 120 G
0 5 **Ailment Resistance**

Passive Skill Boosts resistance to nixing. (+40% res.)

Acquisition **A)** Cloudcoil Canyon, Factory Floors, Crosswater Cavern **V)** Cawtermaster's Store, Taskmaster **F)** Outfitters

Poised Pendant ☆☆☆☆☆ 120 G
0 5 **Ailment Resistance**

Passive Skill Boosts resistance to confusion. (+40% res.)

Acquisition **A)** Cloudcoil Canyon, Abyss, Crosswater Cavern **V)** Cawtermaster's Store, Taskmaster **F)** Outfitters **C)** B21

Toxaway Pendant ☆☆☆☆☆ 120 G
0 5 **Ailment Resistance**

Passive Skill Slightly boosts resistance to poison. (+30% res.)

Acquisition **A)** Cloudcoil Canyon, Forest of Niall, Crosswater Cavern **V)** Trident Tested Armorers, Taskmaster **F)** Outfitters **C)** A5

Wide-Awake Charm ☆☆☆☆☆ 120 G
0 5 **Ailment Resistance**

Passive Skill Boosts resistance to sleep. (+40% res.)

Acquisition **A)** Cloudcoil Canyon, Forest of Niall, Crosswater Cavern **V)** Sequoia Self-Defense, Taskmaster **F)** Outfitters

Awesome Antifreeze Pendant ☆☆☆☆☆ 780 G
0 5 **Ailment Resistance**

Passive Skill Greatly boosts resistance to freezing. (+50% res.)

Acquisition **A)** Old Well **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** A46

Next-Level Nixaway Necklace ☆☆☆☆☆ 780 G
0 5 **Ailment Resistance**

Passive Skill Greatly boosts resistance to nixing. (+50% res.)

Acquisition **A)** Old Well **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** A14

Perfectly Poised Pendant ☆☆☆☆☆ 780 G
0 5 **Ailment Resistance**

Passive Skill Greatly boosts resistance to confusion. (+50% res.)

Acquisition **A)** Old Well **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** A6

Turbo Toxaway Pendant ☆☆☆☆☆ 780 G
0 5 **Ailment Resistance**

Passive Skill Greatly boosts resistance to poison. (+50% res.)

Acquisition **A)** Old Well **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** A20

Wider-Awake Charm ☆☆☆☆☆ 780 G
0 5 **Ailment Resistance**

Passive Skill Greatly boosts resistance to sleep. (+50% res.)

Acquisition **A)** Old Well **V)** Taskmaster (Ch.7-0) **F)** Outfitters

Breezeguard Pendant ☆☆☆☆☆ 110 G
0 5 **Elemental Resistance**

Passive Skill Slightly boosts Wind resistance. (+20% res.)

Acquisition **A)** Cloudcoil Canyon, Forest of Niall, Grotty Grotto **V)** Sequoia Self-Defense, Taskmaster **F)** Outfitters

Brightguard Pendant ☆☆☆☆☆ 110 G
0 5 **Elemental Resistance**

Passive Skill Slightly boosts Light resistance. (+20% res.)

Acquisition **V)** Cawtermaster's Store, Taskmaster **F)** Outfitters

Burnguard Pendant ☆☆☆☆☆ 110 G
0 5 **Elemental Resistance**

Passive Skill Slightly boosts Fire resistance. (+20% res.)

Acquisition **A)** Forest of Niall, Grotty Grotto, Crosswater Cavern **V)** Iron Orchid, Taskmaster **F)** Outfitters **C)** 21

Dingeguard Pendant ☆☆☆☆☆ 110 G
0 5 **Elemental Resistance**

Passive Skill Slightly boosts Dark resistance. (+20% res.)

Acquisition **V)** Taskmaster **F)** Outfitters

Dripguard Pendant ☆☆☆☆☆ 110 G
0 5 **Elemental Resistance**

Passive Skill Slightly boosts Water resistance. (+20% res.)

Acquisition **A)** Forest of Niall, Abyss, Grotty Grotto **V)** Trident Tested Armorers, Taskmaster **F)** Outfitters **C)** F40

Blazeguard Pendant ☆☆☆☆☆ 520 G
0 5 **Elemental Resistance**

Passive Skill Greatly boosts Fire resistance. (+30% res.)

Acquisition **A)** Old Well **M)** Tainted Monsters defeated: 25 **V)** Taskmaster (Ch.7-0) **F)** Outfitters

Blindguard Pendant ☆☆☆☆☆ 520 G
0 5 **Elemental Resistance**

Passive Skill Greatly boosts Light resistance. (+30% res.)

Acquisition **A)** Old Well **V)** Taskmaster (Ch.7-0) **F)** Outfitters **C)** A4

Blusterguard Pendant ☆☆☆☆☆ 520 G
0 5 **Elemental Resistance**

Passive Skill Greatly boosts Wind resistance. (+30% res.)

Acquisition **A)** Old Well **M)** Tainted Monsters defeated: 20 **V)** Taskmaster (Ch.7-0) **F)** Outfitters

Pitchguard Pendant ☆☆☆☆☆ 520 G
0 5 **Elemental Resistance**

Passive Skill Greatly boosts Dark resistance. (+30% res.)

Acquisition **A)** Old Well **V)** Taskmaster (Ch.7-0) **F)** Outfitters

Sopguard Pendant ☆☆☆☆☆ 520 G
0 5 **Elemental Resistance**

Passive Skill Greatly boosts Water resistance. (+30% res.)

Acquisition **A)** Old Well **M)** Tainted Monsters defeated: 15 **V)** Taskmaster (Ch.7-0) **F)** Outfitters

Banedrain Necklace ☆☆☆☆☆ 1080 G
0 5 **Curse Related**

Passive Skill Fewer cursed items appear. (30% smaller chance)

Acquisition **F)** Outfitters

Baneboost Necklace ☆☆☆☆☆ 3300 G
0 5 **Curse Related**

Passive Skill More cursed items appear. (+30% chance)

Acquisition **S)** Dreamer's Maze (No.10)

Higgledy Heal Pendant ☆☆☆☆☆ 320 G
0 5 **Restorative**

Passive Skill Higgledy balls heal HP a little. (+5% HP)

Acquisition **M)** Oakenhart **C)** A2

Higgledy Help Pendant ☆☆☆☆☆ 520 G
0 5 **Restorative**

Passive Skill Higgledy balls heal MP a little. (+5% MP)

Acquisition **A)** Factory Floors, Western Woods, Tumbledown Shrine **M)** Brineskimmer **C)** B2

High Heal Pendant ☆☆☆☆☆ 1080 G
0 5 **Restorative**

Passive Skill Increases the amount of HP restored. (+20% HP)

Acquisition **A)** Nazca√§, Shrine of Unity, Freezybones Cave **M)** Storme

Spellpower-Sweller ☆☆☆☆☆ 1740 G
0 5 **Restorative**

Passive Skill Increases the amount of MP restored. (+20% MP)

Acquisition **M)** Brineskimmer (Lv.65), Oakenhart (Lv.65), Tainted Monsters defeated: 10

Charm-Charger ☆☆☆☆☆ 2360 G
0 5 **Restorative**

Passive Skill MP is gradually restored during battle. (+5% MP)

Acquisition **M)** Brineskimmer (Lv.80) **C)** 91

Necklace of Insight ☆☆☆☆☆ 320 G
0 5 **Miscellaneous**

Passive Skill Slightly boosts experience earned. (+5% Exp.)

Acquisition **F)** Outfitters **C)** B32

Profiteer's Pendant ☆☆☆☆☆ 320 G
0 5 **Miscellaneous**

Passive Skill Slightly boosts money dropped by foes. (+5% G)

Acquisition **A)** Factory Floors **F)** Outfitters **C)** F4

Lucky Locket ☆☆☆☆☆ 780 G
0 5 **Miscellaneous**

Passive Skill Slightly more treasure chests appear. (+5% chance)

Acquisition **A)** Nazca√§ **F)** Outfitters **C)** A1

Necklace of Enlightenment ☆☆☆☆☆ 1740 G
0 5 **Miscellaneous**

Passive Skill Greatly boosts experience earned. (+10% Exp.)

Acquisition **M)** Tainted Monsters defeated: 40 **F)** Outfitters

Plutocrat's Pendant ☆☆☆☆☆ 1740 G
0 5 **Miscellaneous**

Passive Skill Greatly boosts money dropped by foes. (+10% G)

Acquisition **M)** Tainted Monsters defeated: 35 **F)** Outfitters

Connoisseur's Charm ☆☆☆☆☆ 2360 G
0 5 **Miscellaneous**

Passive Skill Enemies drop more high-grade items. (+10% chance)

Acquisition **F)** Outfitters

Extra-Lucky Locket ☆☆☆☆☆ 3300 G
0 5 **Miscellaneous**

Passive Skill Many more treasure chests appear. (+10% chance)

Acquisition **S)** Dreamer's Maze (No.10)



Part 9 The Library

Are you the proud owner of a Completed Game Save? You should be before you peruse the pages that follow, because spoilers for the main story are unavoidable when discussing the deepest mysteries of the world. A diverse range of arcane topics are covered in this chapter, and many of them are for the most experienced adventurers only; if you've brought down the Horned One and are looking for another challenge, this is the place to come.



The World of Ni no Kuni II

About this Section

The following pages will lay the world of Ni no Kuni II bare; they will provide invaluable help with navigating, exploring, and searching for loot. We've split the world map into sections and labeled every treasure chest and Tainted Monster for easy reference. The enemies that are indigenous to each area are catalogued, and for each of the "dungeon" areas we've marked every last thing that might be helpful in traversing them. The dungeon icons are the same ones you'll find on the maps in the Main Story Guide chapter.

Treasure Chests

To make it obvious when you're able to obtain the contents of a treasure chest, we've split world map chests into three categories: Foot, Boat and Air, represented as F, B and A, respectively. A chest with an F can always be obtained on foot if you can find the route to reach it. Chests with a B require a boat; some of these are deep inland, but they are likely to be on a continent that you can't reach until you can sail the seas. Finally, chests with an A require the airship, which you'll gain access to in chapter 7-2. Happy hunting!

Map Legend

Towns

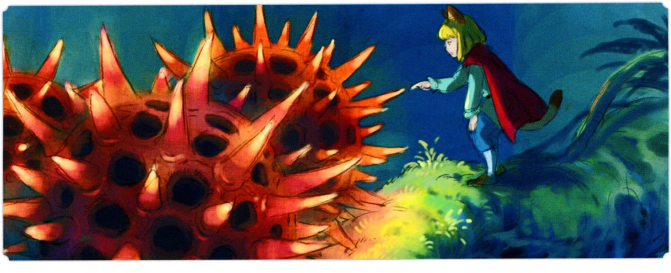
- Restaurant
- Weapon Shop
- Inn
- Vendor
- Taskmaster

Dungeons

- Red Chest
- Blue Chest
- Special Chest
- Waystone
- Trip Door
- Side Quest
- Dreamer's Door
- Foraging Point
- Higgledy Stone
- Tainted Monster
- Mini-Boss
- Lost Soul
- Mr. Higglesworth
- Puffer Whelk
- Prop-Leafed Clover
- Mushroom

World Map

- Red Chest (On Foot)
- Red Chest (By Boat)
- Red Chest (By Airship)
- Blue Chest (On Foot)
- Blue Chest (By Boat)
- Blue Chest (By Airship)
- Trip Door
- Tainted Monster
- Shrine
- Woods
- Cave
- Cradle
- Mushroom
- Side Quest

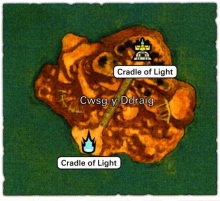


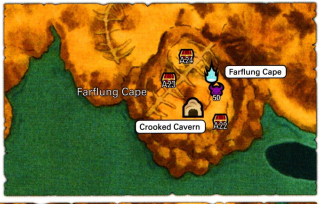
The Rolling Hills



F01 Choppy Old Cloak	F08 Soreaway	F15 Multiproof Restoration Robes	F22 Superior Sixth Censer
F02 100 Guilders	F09 Angel's Tear	F16 Four-Leafed Soreaway	F23 Bright Lodestone Laser
F03 Sixth Censer	F10 All-Be-Gone	F17 Damp Starfall Sword	F24 Songbook No. 5
F04 Soreaway	F11 Songbook No.19	F18 Burning Ring	F25 Harpist's Costume
F05 Freshly Baked Bread	F12 Glowproof Spring Mantle	F19 Sage's Secret	F26 Cozy Curry
F06 Detox Simple Slippers	F13 Savior's Tear	F20 Higgledy Heal Pendant	F27 Multiproof Autumn Mantle
F07 300 Guilders	F14 Steak Dinner	F21 Fish Supper	F28 Songbook No. 03

The Soaring Peaks







- All-Be-Gone
- 500 Guilders
- Three-Leafed Soreaway
- Windy Shamshir
- Hig-Piggy Longsword
- Single Cream (x3)
- Angel's Tear
- Songbook No.19
- Glowproof Spring Mantle
- Gustproof Basic Wizardwear
- Sixth Censer
- Three-Leafed Soreaway
- Sage's Secret
- Soreaway Sweet
- Superior Sixth Censer
- Somnium Nugget (x3)
- Vengeful Marauder's Armor
- Arrowhawk Feather (x3)
- Turbo Toxaway Pendant
- Shipwright's Shirt
- Shabby Coat
- One-and-All-Be-Gone
- Giant's Bow
- Cozy Curry
- Songbook No. 03
- Sore Boar Ax
- Profiteer's Pendant

The Heartlands



- 500 Gilders
- Hush-Be-Gone
- Close-Range Ring
- Three-Leafed Soreaway
- Magic Muffler
- Windy Shamshir
- Angel's Tear
- Confusing Blunderbuzzer
- Soreaway (x2)
- Shooty Leather Armor
- Sixth Censer
- Gutsy Boss's Boots
- Hig-Piggy Longsword
- Angel's Tear
- Blindguard Pendant
- Burning Yeti's Tooth
- Turbo Toxaway Pendant
- Savior's Tear
- Sore Boar Ax
- Profiteer's Pendant
- Songbook No. 18

Evergroves & Eider Downs



Duskproof Leather Armor	Perky Light Tunic
Peachy Player's Punch	Hot Streak Spicy Noodles
Sixth Censer	Hearty Pendant
Angel's Tear	Angel's Tear
Cool Platinum Ax	Alert Chieftain's Cloak
Twangy Silk Slippers	Great Sage's Secret
Spellcrafty Warlock's Wand	Goldpaw Gown
Hig-Piggy Longsword	Next-Level Nixaway Necklace
Sixth Censer	Statesman's Spear
Sleep-Be-Gone	Savior's Tear
Three-Leafed Soreaway	Sovereign Soreaway

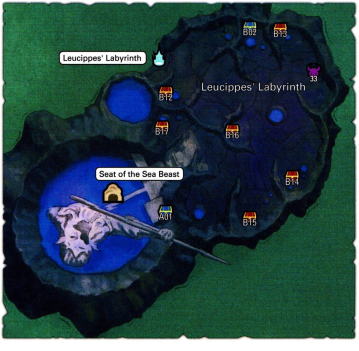
Shipshire Cape



F00 600 Guilders	F07 Dripping Ring	B07 Shiny Long-Range Ring	A00 Superior Sixth Censer
F01 Three-Leafed Soreaway	F08 Angel's Tear	B08 Punishing Burning Blade	A01 Quickfire Ring
F02 Dripguard Pendant	F09 Strong Sixth Censer	B09 Toxaway Pendant	A02 Alert Chieftain's Cloak
F03 Confusion-Be-Gone	B00 Choppy Soldier's Cloak	B10 Perfectly Poised Pendant	A03 Secure Strongbox Boots
F04 Soreaway Sweet	B01 Songbook No. 4	B11 Bighorn Shell (x3)	B00 Fiery Hurlcules Handgun
F05 800 Guilders	B02 Refreshing Wand of Wit	B12 Blustery Ring	B01 Composite Bow

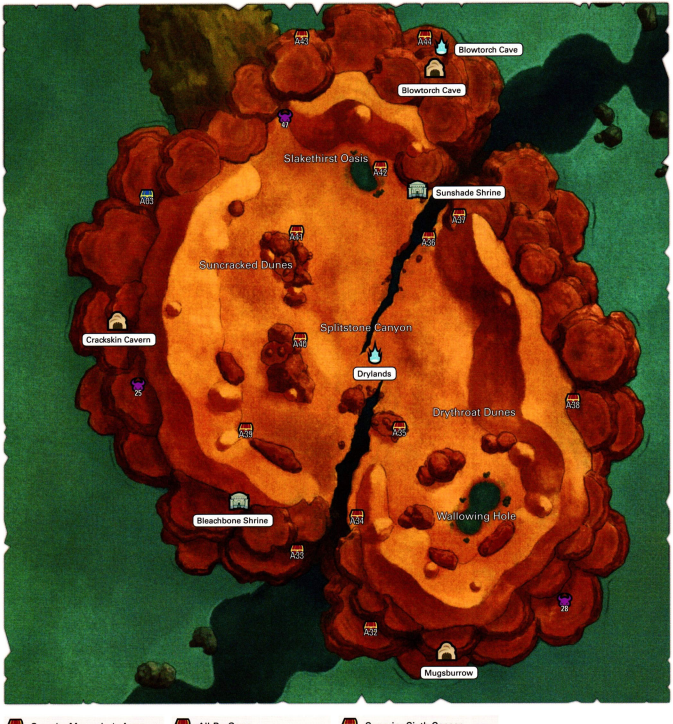
Hydropelago





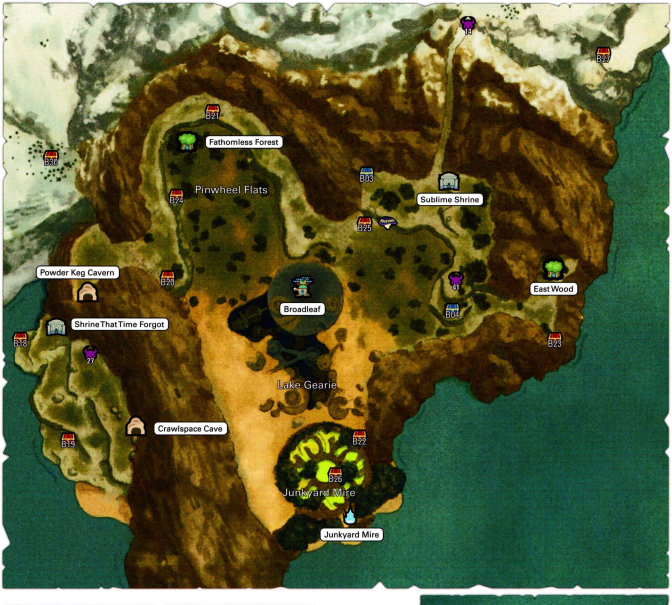
- Soreaway Sweet
- 1500 Guilders
- Scariwinkle (x3)
- Siren's Salad
- Antifreeze Pendant
- Soldier's Spear
- All-Be-Gone
- Strong Sixth Censer
- Ice Cream Cornucopia
- Lemon-Yellow Thread (x5)
- Bright Ammonite Bow
- Savior's Tear
- Sopping Ring
- Savior's Tear
- Swift Hag's Tooth
- Hosepipe Coral (x3)
- Regal Attire
- Multiproof Roguish Boots
- Higgledy Help Pendant
- Lucky Locket

Drylands



Smashy Marauder's Armor	All-Be-Gone	Superior Sixth Censer
Sage's Secret	Savior's Tear	Mamooni Garb
Mammoth Bow	Rugged Spud (x3)	Knight's Brocade (x3)
Blazing Ring	Cuddlywarm Cotton (x3)	Sickening Cataclysm Ax
Simmering Wonderwater (x3)	Killer Kebab	

Sequoia Valley



B07 Hale Cybernetic Boots	B12 Gotta-Fly Flakes
B08 Chill-Be-Gone	B17 Bully Button (x5)
B09 Sickening Sick Shooter	B18 Frostyfluff Cotton (x3)
B10 Poised Pendant	B19 Radiant Radish (x3)
B02 1900 Guilders	L07 Cryptic Close-Range Ring
B03 Strong Sixth Censer	L08 Initiate's Ring
B04 Four-Leafed Soreaway	B05 Superior Sixth Censer
	B06 Hig-Piggy Wand of Wisdom

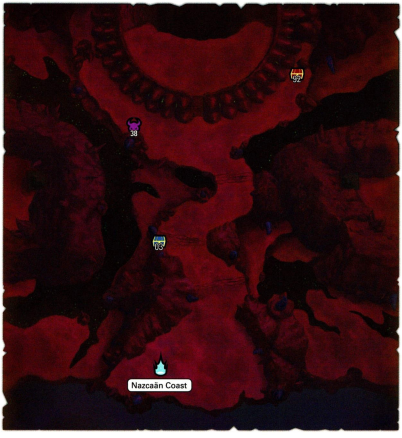


Jack Frost's Playground



- Sickening Sick Shooter
- Poised Pendant
- Four-Leafed Soreaway
- Gotta-Fly Flakes
- Frostyfluff Cotton (x3)
- Supreme Sixth Censer
- Sovereign Soreaway Sweet
- Radiant Radish (x3)
- Anti-Nixing Strongbox Boots
- Necklace of Insight
- Shivering Wonderwater (x3)
- One-and-All-Be-Gone
- Blinding Ring
- Savior's Tear
- Deadly Crimson Halberd
- Shiny Mage's Ring
- Sage's Secret
- Awesome Antifreeze Pendant
- Nocturnium Nugget (x3)
- Superior Sixth Censer
- Hig-Piggy Wand of Wisdom
- Chilly Hailstorm Harpoon
- Hearty Robes of Wisdom

Nazcaä



Sovereign Soreaway

Confusing Blackwing Bow



Enemies Encountered

You'll encounter many kinds of foes as you guide Evan and company through the nine chapters that make up Ni no Kuni II's Main Story; each location you traverse contains its own unique assortment of standard monsters. Their strength varies wildly from area to area, so this section offers an overview of the enemies you'll be facing as you journey through the game's critical path. This list doesn't include optional monsters that roam off the beaten path, but we've provided the level range of each common monster type and all bosses you're guaranteed to face as you play through a specific chapter, as well as their affinity, so you can easily adjust your Tactic Tweaker settings before braving a new area. For more details on standard monsters, complete with strategies on how to defeat them, consult the Bestiary, starting at P.XXX.

1-1 Ding Dong Dell Castle – Downstairs

Name	Level	Affinity	Page
Mouse Guard	1	—	477
Mouse Lancer	1	—	477
Mouse Malleteer	1	—	477

1-2 Ding Dong Dell Castle – Downstairs

Name	Level	Affinity	Page
Mouse Guard	1	—	477
Mouse Lancer	1	—	477
Mouse Malleteer	1	—	477
Elite Mouse (Fusilier)	3	—	477
Elite Mouse (Swordsman)	3	—	477
Mouse Sorceress	2	—	477
Skeleplasm	1	Slimy	480

1-3 Ding Dong Dell Castle – Downstairs

Name	Level	Affinity	Page
Mouse Guard	1	—	477
Mouse Lancer	1	—	477
Mouse Malleteer	1	—	477
Elite Mouse (Fusilier)	3	—	477
Elite Mouse (Swordsman)	3	—	477

1-3 Ding Dong Well – Castle Sewers

Name	Level	Affinity	Page
Goo	2	Slimy	479
Skeleplasm	3	Slimy	480

1-4 Ding Dong Well – Drainage Pit

Name	Level	Affinity	Page
Goo	2	Slimy	479
Skeleplasm	3	Slimy	480
Black Knight (1st Phase)	8	—	177
Black Knight (2nd Phase)	8	Brutal	177

2-1 World Map – Rolling Hills

Name	Level	Affinity	Page
Hedgehound	3 – 10	—	481
Goo	3 – 10	—	479
Skeleplasm	3 – 10	—	480
Whamster Banger	3 – 9	—	478
Whamster Clanger	3 – 10	—	478
Whamster Pranger	3 – 10	—	478
Wyvern	9	—	482

2-2 Cloudcoil Canyon

Name	Level	Affinity	Page
Whamster Pranger	3 – 5	Brutal	478
Whamster Banger	3 – 5	Brutal	478
Porc Chopper	5 – 9, 20 – 22	Brutal	489
Zapwing	3 – 5, 19 – 21	Natural	483
Dynagoo	3 – 5, 19 – 21	Slime	479
Sylphie	3 – 5, 19 – 21	Beautiful	484
Tempest Incarnate	3 – 5, 19 – 21	Beautiful	497

2-3 World Map – Snaketooth Ridge

Name	Level	Affinity	Page
Dynagoo	7 – 14	Slime	479
Zapwing	7 – 14	Natural	483
Whamster Banger	7 – 14	Brutal	478
Whamster Pranger	7 – 14	Brutal	478
Whamster Clanger	7 – 9	Brutal	478
Skeleplasm	7 – 9	Slimy	480
Wyvern	7 – 14	Reptilian	482

2-3 Wyvern's Den

Name	Level	Affinity	Page
Wyvern Warlord	11	Reptilian	482
Wyvern	6 – 8	Reptilian	482

2-5 Cwsg-y-Ddraig – Place of Strength

Name	Level	Affinity	Page
Thogg	14	Natural	191

3-2 Worldmap – Heartlands

Name	Level	Affinity	Page
Whamster Banger	11 – 13	Brutal	478
Whamster Clanger	11 – 13	Brutal	478
Whamster Pranger	11 – 13	Brutal	478
Grimchilla Banger	11 – 17	Brutal	485
Grimchilla Pranger	11 – 15	Brutal	485
Manticore	13 – 17	Brutal	491
Goo	11 – 15	Slimy	479
Skeleplasm	11 – 13	Slimy	480
Hedgehound	11 – 17	Natural	481
Zapwing	11 – 15	Natural	483
Sylphie	11 – 15	Beautiful	484
Tempest Incarnate	11 – 13	Beautiful	497

3-2 World Map – Wiggly Way

Name	Level	Affinity	Page
Hedgehound	11 – 13	Natural	481
Zapwing	11 – 13	Natural	483
Wyvern	11 – 13	Reptilian	482
Dynagoo	11 – 15	Slimy	479
Skeleplasm	11 – 15	Slimy	480
Sylphie	11 – 15	Beautiful	484
Petalia	11 – 17	Beautiful	484
Tempest Incarnate	11 – 13	Beautiful	497
Whamster Banger	11 – 13	Brutal	478
Whamster Clanger	11 – 13	Brutal	478
Whamster Pranger	11 – 13	Brutal	478
Grimchilla Banger	11 – 13	Brutal	485
Grimchilla Clasher	11 – 17	Brutal	485
Grimchilla Pranger	11 – 13	Brutal	485
Porc Chopper	12 – 17	Brutal	489

3-2 Forest of Niall – Greenling Grove

Name	Level	Affinity	Page
Petalia	14 – 20	Beautiful	484
Tempest Incarnate	14 – 16	Beautiful	497
Goo	14 – 16	Slimy	479
Whamster Banger	14 – 16, 15 – 19	Brutal	478
Whamster Pranger	14 – 16, 15 – 17	Brutal	478
Grimchilla Banger	14 – 16, 15 – 20	Brutal	485
Grimchilla Clasher	14 – 16, 15 – 21	Brutal	485
Mumshroom	16 – 19	Natural	492
Sporcino	11 – 18	Natural	492

3-3 World Map – Eventide Trail

Name	Level	Affinity	Page
Whamster Banger	11 – 13	Brutal	478
Whamster Clanger	11 – 13	Brutal	478
Whamster Pranger	11 – 15	Brutal	478
Grimchilla Banger	11 – 15	Brutal	485
Grimchilla Clanger	11 – 15	Brutal	485
Grimchilla Clasher	11 – 17	Brutal	485
Grimchilla Pranger	11 – 15	Brutal	485
Porc Chopper	12 – 17, 21	Brutal	489
Dynagoo	11 – 13	Slimy	479
Skeleplasm	11 – 13	Slimy	480
Tempest Incarnate	11 – 13	Beautiful	497
Sylphie	11 – 13	Beautiful	484
Petalia	11 – 13	Beautiful	484
Hedgehound	11 – 17	Natural	481
Wyvern	11 – 15	Reptilian	482

3-3 World Map – Calmlands

Name	Level	Affinity	Page
Whamster Clanger	14 – 18	Brutal	478
Whamster Pranger	14 – 18	Brutal	478
Grimchilla Banger	14 – 18	Brutal	485
Grimchilla Clanger	14 – 18	Brutal	485
Manticore	16 – 20	Brutal	491
Hedgehound	14 – 20	Natural	481
Magmagoo	14 – 20	Slimy	479
Skeleplasm	14 – 20	Slimy	480
Inferna	14 – 20	Beautiful	484
Fire Incarnate	14 – 18	Beautiful	497

3-4 Forest of Niall – Auld Woods

Name	Level	Affinity	Page
Whamster Banger	15 – 17	Brutal	478
Whamster Pranger	15 – 17	Brutal	478
Grimchilla Clasher	15 – 17	Brutal	485
Grimchilla Banger	15 – 17	Brutal	485
Goo	15 – 17	Slimy	479
Petalia	14 – 21	Beautiful	484
Tempest Incarnate	14 – 16	Beautiful	497

3-4 F of Niall – Auld Woods (Dice Factory)

Name	Level	Affinity	Page
Mossy Monument	21	Solid-Bodied	204

3-4 Inter-Dimensional Dimension

Name	Level	Affinity	Page
Longfang	24	—	206

4-3 Cloudcoil Canyon

Name	Level	Affinity	Page
Porc Chopper	20 – 22	Brutal	489
Dynagoo	19 – 21	Slimy	479
Zapwing	19 – 21	Natural	483
Sylphie	19 – 21	Beautiful	484
Tempest Incarnate	19 – 21	Beautiful	497
Incineraptor	26	Reptilian	216

5-1 Sunrise Shore (past Crossover Bridge)

Name	Level	Affinity	Page
Whamster Clanger	21 – 25	Brutal	478
Whamster Pranger	21 – 25	Brutal	478
Grimchilla Banger	21 – 25	Brutal	485
Grimchilla Clanger	21 – 25	Brutal	485
Manticore	23 – 28	Brutal	491
Magmagoo	21 – 27	Slimy	479
Skeleplasm	21 – 23	Slimy	480
Inferna	21 – 25	Beautiful	484
Fire Incarnate	21 – 23	Beautiful	497
Wyvern	21 – 23	Reptilian	482
Hedgehound	21 – 23	Natural	481

5-1 World Map – Capstan-upon-Hull

Name	Level	Affinity	Page
Whamster Clanger	24 – 26	Brutal	478
Grimchilla Pranger	24 – 26	Brutal	485
Grimchilla Splasher	24 – 30	Brutal	485
Porc Chopper	25 – 27	Brutal	489
Goo	24 – 30	Slimy	479
Puddlegoo	24 – 26	Slimy	479
Delphine	24 – 30	Beautiful	484

5-1 World Map – Shallow Shoals

Name	Level	Affinity	Page
Whamster Clanger	24 – 26	Brutal	478
Whamster Banger	24 – 26	Brutal	478
Grimchilla Pranger	24 – 26	Brutal	485
Grimchilla Splasher	24 – 28	Brutal	485
Porc Chopper	25 – 27, 27 – 37	Brutal	489
Goo	24 – 26	Slimy	479
Puddlegoo	24 – 31	Slimy	479
Skeleplasm	24 – 26	Slimy	480
Delphine	24 – 30	Beautiful	484

5-1 Briney Shrine

Name	Level	Affinity	Page
Jelly Queen	30	Slimy	224

5-1 Forest of Niall – Hard Woods

Name	Level	Affinity	Page
Grimchilla Clasher	26 – 32	Brutal	485
Whamster Banger	26 – 28	Brutal	478
Whamster Pranger	26 – 28	Brutal	478
Mumshroom	28 – 32	Natural	492
Sporcino	23 – 31	Natural	492
Petalia	26 – 28	Beautiful	484
Obsidia	26 – 32	Beautiful	484
Tempest Incarnate	26 – 28	Beautiful	497
Thogg	30 – 32	Natural	191
Zagg	32	Natural	496

5-2 World Map – Ocean

Name	Level	Affinity	Page
Goo	29 – 36	Slimy	479
Puddlegoo	29 – 36	Slimy	479
Skelepuddler	29 – 44	Slimy	480
Delphine	29 – 36	Beautiful	484
Petalia	29 – 31	Beautiful	484
Wyvern	29 – 36	Reptilian	482

5-3 Seat of the Sea Beast

Name	Level	Affinity	Page
Cetus	36	Reptilian	234

5-3 World Map – Leucippes' Labyrinth

Name	Level	Affinity	Page
Porc	31 – 44	Brutal	489
Grimchilla Splasher	30 – 37	Brutal	485
Grimchilla Pranger	30 – 37	Brutal	485
Skeleplasm	30 – 37	Slimy	480
Puddlegoo	30 – 37	Slimy	479
Charfinch	30 – 37	Natural	483
Delphine	30 – 37	Beautiful	484
Water Incarnate	30 – 37	Beautiful	497
Wyvern	30 – 37	Reptilian	482

5-4 50 Fathoms Deep

Name	Level	Affinity	Page
Grimchilla Clasher	32 – 34	Brutal	485
Grimchilla Pranger	32 – 34	Brutal	485
Grimchilla Splasher	32 – 34	Brutal	485
Delphine	32 – 39	Beautiful	484
Water Incarnate	32 – 34	Beautiful	497

5-4 500 Fathoms Deep

Name	Level	Affinity	Page
Grimchilla Clasher	32 – 39	Brutal	485
Grimchilla Pranger	32 – 34	Brutal	485
Grimchilla Splasher	32 – 39	Brutal	485
Porc	33 – 35	Brutal	489
Puddlegoo	32 – 39	Slimy	479
Delphine	32 – 39	Beautiful	484
Water Incarnate	32 – 34	Beautiful	497

5-4 1000 Fathoms Deep

Name	Level	Affinity	Page
Porc	33 – 40	Brutal	487, 489
Grimchilla Clasher	32 – 34	Brutal	485
Grimchilla Pranger	32 – 34	Brutal	485
Delphine	32 – 39	Beautiful	484
Puddlegoo	32 – 39	Slimy	479
Stellar Jelly	33 – 34	Slimy	494
Water Incarnate	32 – 34	Beautiful	497

5-4 1500 Fathoms Deep

Name	Level	Affinity	Page
Grimchilla Clasher	32 – 39	Brutal	485
Grimchilla Pranger	32 – 39	Brutal	485
Grimchilla Splasher	32 – 39	Brutal	485
Puddlegoo	32 – 34	Slimy	479
Stellar Jelly	33 – 40	Slimy	494
Delphine	32 – 34	Beautiful	484
Water Incarnate	32 – 34	Beautiful	497

5-4 2000 Fathoms Deep

Name	Level	Affinity	Page
Grimchilla Pranger	32 – 34	Brutal	485
Grimchilla Splasher	32 – 34	Brutal	485
Grimchilla Clasher	32 – 39	Brutal	485
Puddlegoo	32 – 34	Slimy	479
Stellar Jelly	33 – 35	Slimy	494
Porc	33 – 35	Brutal	489
Delphine	32 – 34	Beautiful	484
Water Incarnate	32 – 34	Beautiful	497

5-4 3000 Fathoms Deep

Name	Level	Affinity	Page
Porc	33 – 35	Brutal	489
Puddlegoo	32 – 34	Slimy	479
Stellar Jelly	33 – 35	Slimy	494
Delphine	32 – 34	Beautiful	484
Water Incarnate	32 – 34	Beautiful	497

5-4 Inter-Dimensional Dimension

Name	Level	Affinity	Page
Brineskimmer	42	—	238

6-1 World Map – Ocean (Past Jump)

Name	Level	Affinity	Page
Skelepuddler	38 – 40	Slimy	480
Stellar Jelly	39 – 52	Slimy	494
Goo	38 – 40	Slimy	479
Puddlegoo	38 – 40	Slimy	479
Delphine	38 – 40	Beautiful	484
Petalia	38 – 40	Beautiful	484
Wyvern	38 – 40	Reptilian	482
Wyvern Warlord	39 – 46	Reptilian	482

6-1 World Map – Lake Gearie

Name	Level	Affinity	Page
Spanglegoo	40 – 53	Slimy	479
Skeleplasm	40 – 53	Slimy	480
Quiverine	40 – 53	Natural	481
Petalia	40 – 53	Beautiful	484
Delphine	40 – 53	Beautiful	484
Lumina	40 – 53	Beautiful	484
Light Incarnate	40 – 53	Beautiful	497
BL–Aster	41 – 54	Solid-Bodied	488
Wyvern Warlord	40 – 53	Reptilian	482

6-3 Factory Floors – Dynafloor No.1

Name	Level	Affinity	Page
BL–Ade Bot	41 – 43	—	487
BL–Ance Bot	41 – 43	—	487
BL–Ast Bot	41 – 48	—	487
BL–Udgeon Bot	41 – 43	—	487
BL–Ade Bot 2.0	41 – 43	—	487
BL–Udgeon Bot 2.0	41 – 43	—	487
BL–Itzer	42 – 44	Solid-Bodied	488
Lumina	41 – 48	Beautiful	484
Spanglegoo	41 – 48	Slimy	479
Wyvern	41 – 43	Reptilian	482
White Wyvern	42 – 49	Reptilian	482
Light Incarnate	41 – 43	Beautiful	497

6-3 Factory Floors – Dynafloor No.2

Name	Level	Affinity	Page
BL–Ast Bot	41 – 48	—	487
BL–Ade Bot 2.0	41 – 43	—	487
BL–Udgeon Bot 2.0	41 – 48	—	487
BL–Itzer	42 – 44	Solid-Bodied	488
Spanglegoo	41 – 48	Slimy	479
Lumina	41 – 48	Beautiful	484
Light Incarnate	41 – 43	Beautiful	497
Wyvern	41 – 43	Reptilian	482
White Wyvern	42 – 49	Reptilian	482

7-5 Ding Dong Dell Castle

Name	Level	Affinity	Page
Mouse Guard	34 – 35	—	477
Mouse Lancer	34 – 36	—	477
Mouse Malleteer	34 – 36	—	477
Mouse Fusilier	34 – 36	—	477
Mouse Captain (Fusilier)	40	—	477
Mouse Captain (Swordsman)	40	—	477
Mouse Sorceress	34 – 36	—	477

7-5 Factory Floors – Dynafloor No.3

Name	Level	Affinity	Page
BL–Ade Bot 2.0	41 – 43	—	487
BL–Udgeon Bot 2.0	41 – 43	—	487
BL–Itzer	42 – 49	Solid–Bodied	488
Spanglegoo	41 – 48	Slimy	479
Lumina	41 – 48	Beautiful	484
Light Incarnate	41 – 43	Beautiful	497
BL–Iterator	48	Solid–Bodied	251

6-4 —

Name	Level	Affinity	Page
Bastion	51	—	254

8-1 World Map (Towards Ding Dong Dell)

Name	Level	Affinity	Page
Whamster Banger	45 – 47	Brutal	478
Whamster Pranger	45 – 53	Brutal	478
Whamster Clanger	45 – 53	Brutal	478
Goo	45 – 47	Slimy	479
Skeleplasm	45 – 47	Slimy	480
Hedgehound	45 – 53	Natural	481

8-2 Old Well – Upstream Tunnels

Name	Level	Affinity	Page
Grimchilla Clanger	45 – 54	Brutal	485
Grimchilla Banger	45 – 54	Brutal	485
Goo	45 – 49	Slimy	479
Voogoo	45 – 54	Slimy	479
Skeleplasm	45 – 49	Slimy	480
Skelepaladin	45 – 49	Slimy	480
Helly Jelly	47 – 51	Slimy	494
Darkness Incarnate	45 – 54	Beautiful	497

8-2 Old Well – Midstream Tunnels

Name	Level	Affinity	Page
Grimchilla Clanger	45 – 54	Brutal	485
Grimchilla Banger	45 – 54	Brutal	485
Goo	45 – 49	Slimy	479
Voogoo	45 – 54	Slimy	479
Skeleplasm	45 – 49	Slimy	480
Skelepaladin	45 – 54	Slimy	480
Darkness Incarnate	45 – 54	Beautiful	497

8-2 Old Well – Downstream Tunnels

Name	Level	Affinity	Page
Goo	47 – 51	Slimy	479
Voogoo	47 – 56	Slimy	479
Skeleplasm	47 – 51	Slimy	480
Skelepaladin	47 – 56	Slimy	480
Helly Jelly	49 – 53	Slimy	494
Darkness Incarnate	47 – 51	Beautiful	497

8-2 Old Well – Inspection Tunnel

Name	Level	Affinity	Page
Grimchilla Banger	47 – 56	Brutal	485
Grimchilla Clanger	47 – 56	Brutal	485
Goo	47 – 51	Slimy	479
Voogoo	47 – 56	Slimy	479
Skeleplasm	47 – 51	Slimy	480
Skelepaladin	47 – 56	Slimy	480
Helly Jelly	49 – 57	Slimy	494
Darkness Incarnate	47 – 51	Beautiful	497

8-2 Old Well – Abandoned Chamber

Name	Level	Affinity	Page
Queen of the Dawn	55	—	272
Sylphie	50 – 54	Beautiful	484
Petalia	50 – 54	Beautiful	484
Inferna	50 – 54	Beautiful	484
Delphine	50 – 54	Beautiful	484
Lumina	50 – 54	Beautiful	484
Obsidia	50 – 54	Beautiful	484

8-3 World Map – Memoria Moor

Name	Level	Affinity	Page
Goo	45 – 58	Slimy	479
Whamster Banger	45 – 53	Brutal	478
Whamster Pranger	45 – 53	Brutal	478
Whamster Clanger	45 – 53	Brutal	478
Hedgehound	45 – 53	Natural	481
Skeleplasm	45 – 47	Slimy	480

8-4 Ding Dong Dell Castle – Downstairs (Throne Room)

Name	Level	Affinity	Page
Mausinger	56	—	278

8-4 Inter-Dimensional Dimension

Name	Level	Affinity	Page
Oakenhart	59	—	280

9-1 Drylands

Name	Level	Affinity	Page
Tropical Fangfish	56 – 69	Reptilian	495
Magmagoo	54 – 60	Slimy	479
Wildfire Wyvern	54 – 67	Reptilian	482
Grimchilla Banger	54 – 61	Brutal	485
Grimchilla Clasher	54 – 61	Brutal	485
Grimchilla Clanger	54 – 61	Brutal	485
Inferna	54 – 61	Beautiful	479
Quiverine	54 – 61	Natural	481
Adamanticore	56 – 69	Brutal	491
Fire Incarnate	54 – 56	Beautiful	497

9-2 Shrine of Unity

Name	Level	Affinity	Page
Snagglewolf	56 – 62	Natural	481
Delphine	56 – 62	Beautiful	484
Puddlegoo	56 – 62	Slimy	479
Grimchilla Banger	56 – 62	Brutal	485
Grimchilla Splasher	56 – 62	Brutal	485
Grimchilla Pranger	56 – 62	Brutal	485
Brillianticore	60	Brutal	491
Temper Temple	62	Solid–Bodied	493

9-3 Nazcaä

Name	Level	Affinity	Page
Glumshroom	61 – 73	Natural	492
Glumspore	57 – 72	Natural	492
Voogoo	59 – 66	Slimy	479
Obsidia	59 – 66	Beautiful	484
Skelepaladin	61 – 72	Slimy	480
Wicked Wyvern	59 – 72	Reptilian	482

9-4 Belly of the Beast – Lost City

Name	Level	Affinity	Page
Rotwobbler	65	—	300
Necryptolis	65	—	298
Slickslither	65	—	301
Inkywriggle	65	—	297
Lost Soul (Whamster)	60 – 64	—	296
Lost Soul (Sprite)	60 – 64	—	296
Lost Soul (Goo)	60 – 64	—	296

9-4 Belly of the Beast – Allegoria Castle

Name	Level	Affinity	Page
Doloran	68	—	303

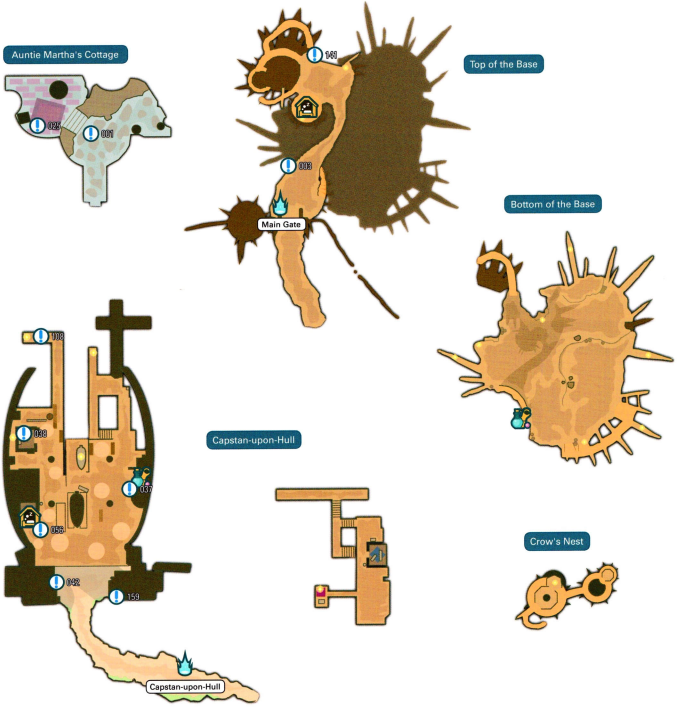
9-4 Inter-Dimensional Dimension

Name	Level	Affinity	Page
Horned One	72	—	307

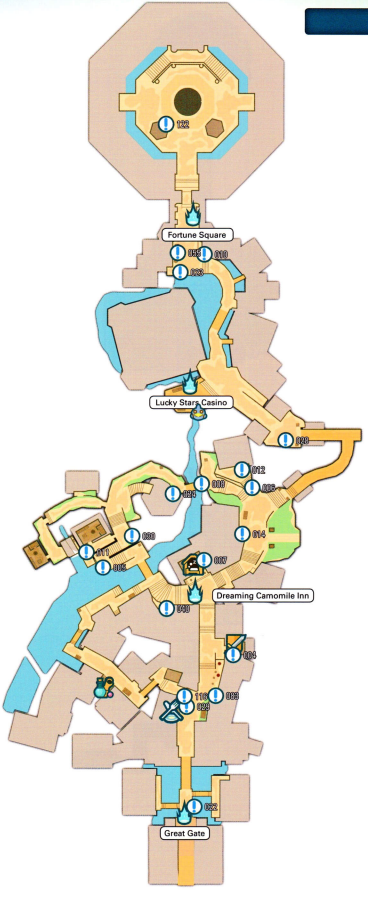
Towns and Dwellings

This section takes you inside all of the locations in which there are no monsters to fight. In thes e areas you can talk to people, purchase goods, and begin Side Quests.

Sky Pirates' Base & Capstan-upon-Hull



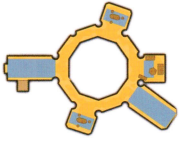
Goldpaw





Grand High Roller's Hall

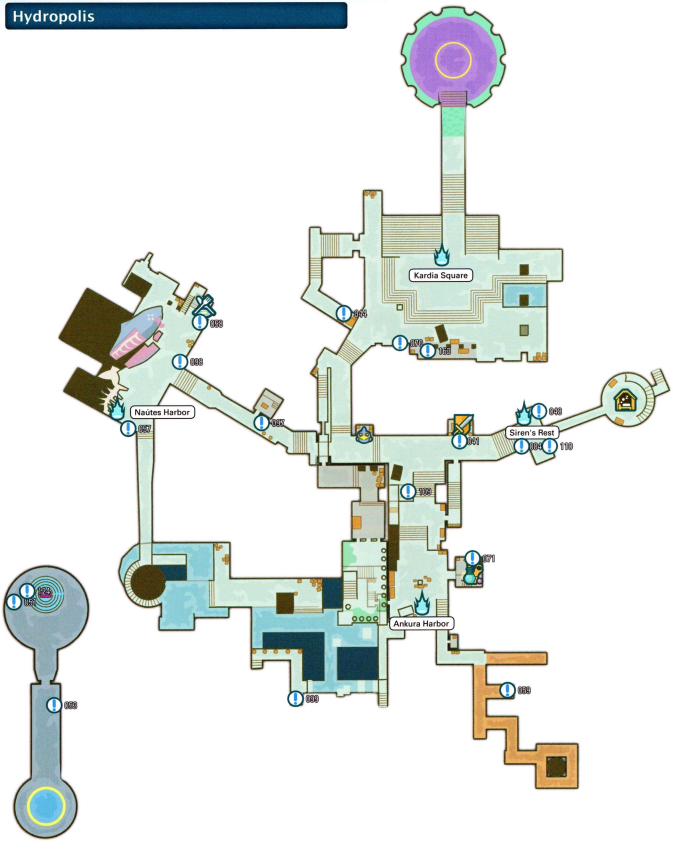
Goldpaw Library



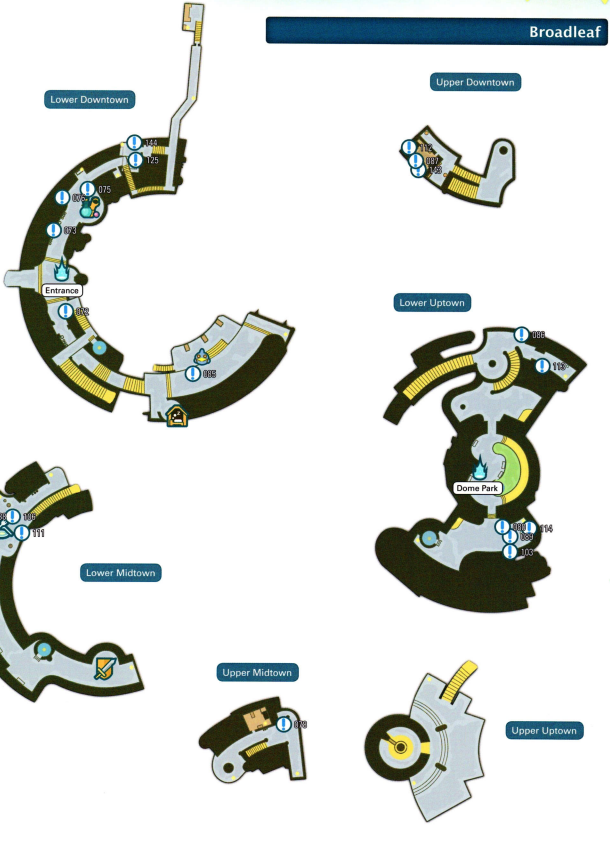
Lucky Stars Casino



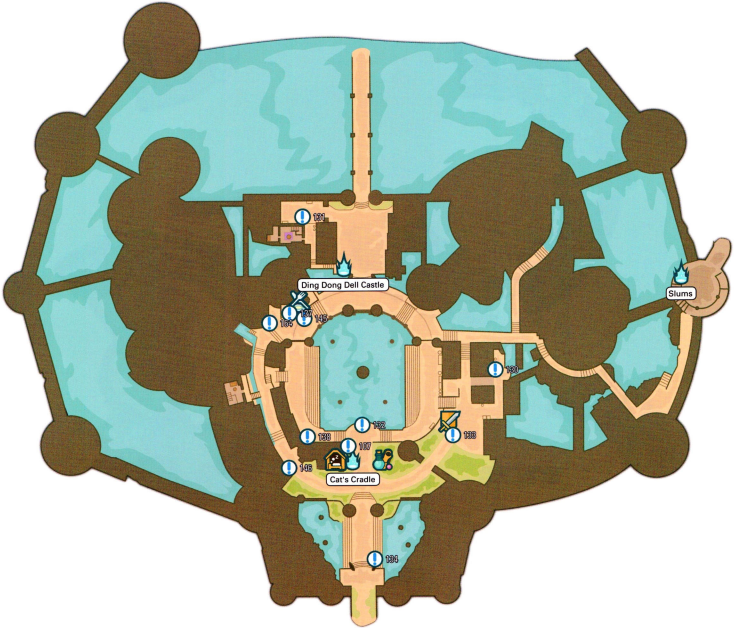
Hydropolis


Kardia Square
Naütes Harbor
Siren's Rest
Ankura Harbor
003
004
005
006
007
008
009
010
011
012
013
014
015
016
017
018
019
020
021
022
023
024
025
026
027
028
029
030
031
032
033
034
035
036
037
038
039
040
041
042

Broadleaf


Lower Downtown
Upper Downtown
Lower Uptown
Lower Midtown
Upper Midtown
Upper Uptown
Entrance
Dome Park
T45
T25
075
076
073
082
085
T26
T27
T28
088
T29
084
083
081
T30
T31
086
087
T32
T33
T34

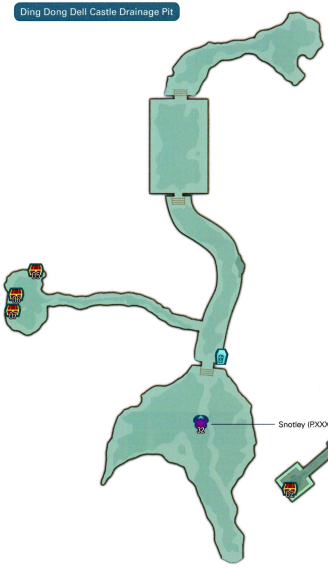
Ding Dong Dell



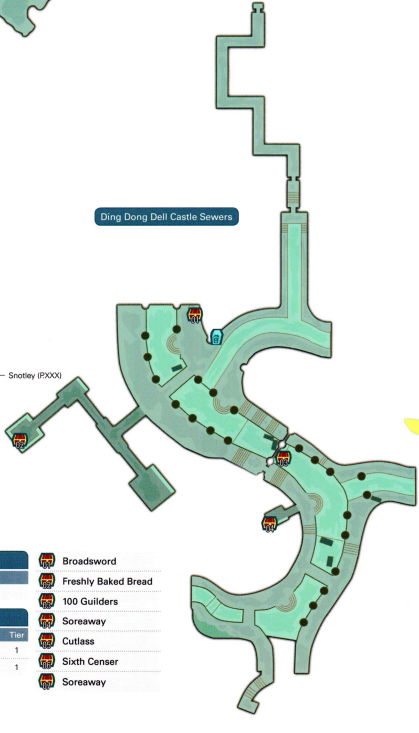
Dungeons

Here you'll find maps of all areas where it's possible to fight monsters and open treasure chests. The contents of treasure chests are listed in numerical order as the section progresses.

Ding Dong Dell Castle Drainage Pit



Ding Dong Dell Castle Sewers



Ding Dong Dell Castle Sewers Material Drops

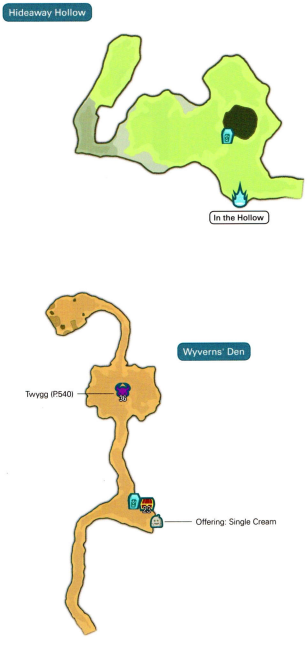
Item	Item
Iron Nugget	Crude Sap

Ding Dong Dell Castle Sewers Equipment Drops

Item	Tier	Item	Tier
Cutlass	1	Ratspit*	1
Broadsword	1	Ratchopper*	1
Ratslicer	1		

*Chapter 2-1 or later

- Broadsword
- Freshly Baked Bread
- 100 Guilders
- Soreaway
- Cutlass
- Sixth Censer
- Soreaway



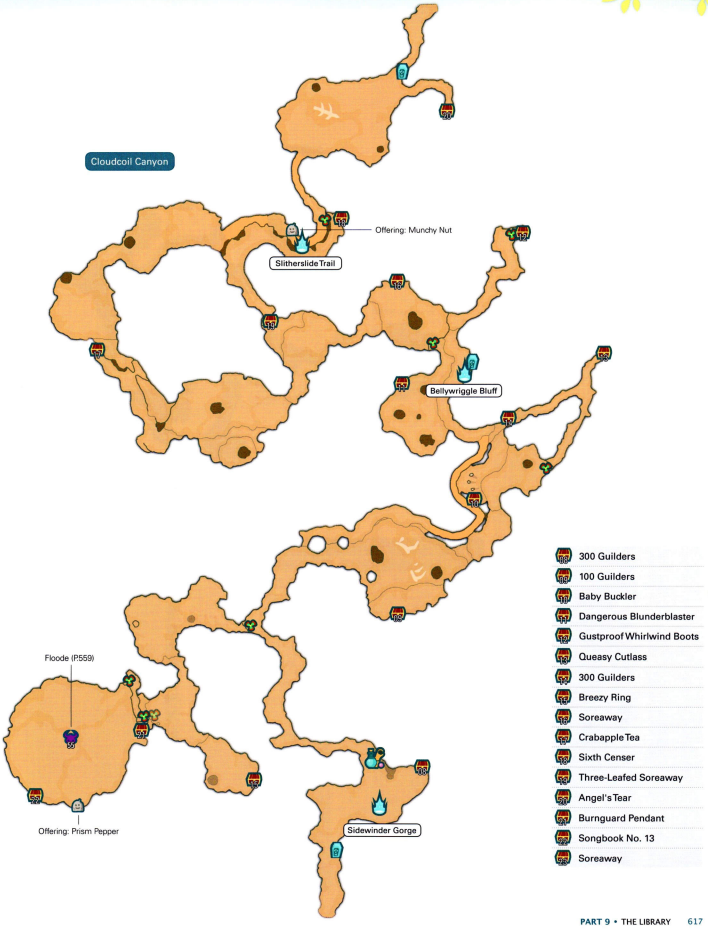
Cloudcoil Canyon Equipment Drops

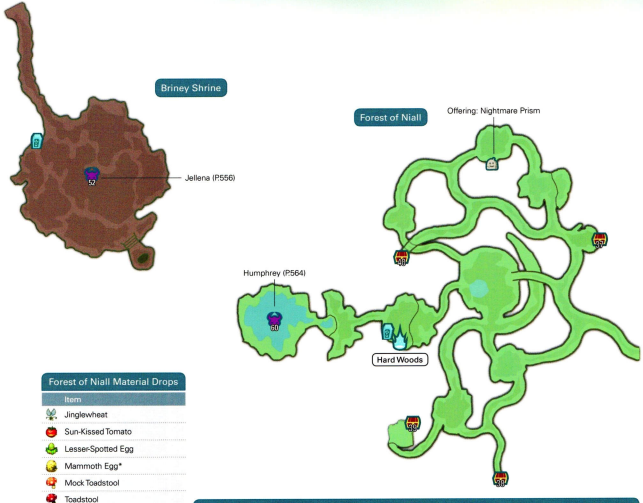
Item	Tier	Item	Tier
Nixaway Necklace	3	Shamshir	2
Poised Pendant	3	Hearty Pendant	1
Wide-Awake Charm	3	Baby Buckler	1
Antifreeze Pendant	3	Magic Muffler	1
Toxaway Pendant	3	Long-Range Ring	1
Silk Slippers	3	Close-Range Ring	1
Iron Armor	3	Mage's Ring	1
Plunderblaster	3	Simple Slippers	1
Hybrid Bow*	3	Basic Wizardwear	1
Conjurer's Conch	3	Old Cloak	1
Tower Toppler**	3	Brawler	1
Bighorn Spear*	3	Blunderblaster	1
Longsword	3	Huntsman's Bow*	1
Pendant Of Pluck	2	Shortbow*	1
Breezeguard Pendant	2	Wizard's Wand	1
Breezy Ring	2	Magic Wand	1
Whirlwind Boots	2	Massive Mallet**	1
Spring Mantle	2	Iron Ax**	1
Blunderbuzzer	2	Bandit Spear*	1
Ranger's Bow*	2	Pig-Iron Pike*	1
Warlock's Wand	2	Cutlass	1
Monstrous Mallet**	2	Broadsword	1
Upstanding Spear*	2		

*Chapter 2-4 or later
**Chapter 3-1 or later

Cloudcoil Canyon Material Drops

Item	Item
Hearty Wheat	Snow-White Thread
Mellowfat Peas	Coarse Cord
Crybaby Onion	Coral Huebloom
Swirly Apple	Iron Nugget
Fresh Milk	Clear Crystal
Good Egg	Lightweight Lumber
Munchy Nut	Base Bone
Rough Cloth	


Cloudcoil Canyon
Offering: Munchy Nut
Slitherslide Trail
Bellywriggle Bluff
Floode (P.559)
Offering: Prism Pepper
Sidewinder Gorge
300 Guilders
100 Guilders
Baby Buckler
Dangerous Blunderblaster
Gustproof Whirlwind Boots
Queasy Cutlass
300 Guilders
Breezy Ring
Soreaway
Crabapple Tea
Sixth Censer
Three-Leafed Soreaway
Angel's Tear
Burnguard Pendant
Songbook No. 13
Soreaway



Forest of Niall Material Drops

Item
Jinglewheat
Sun-Kissed Tomato
Lesser-Spotted Egg
Mammoth Egg*
Mock Toadstool
Toadstool
Cobbler's Nails
Gunkshrooms
Moonbeam Mushrooms
Cutesy Pops*
Sweet Dream Truffle*
Runny Honey
Stonewashed Cloth
Heartwarming Wool
Greenglade Cotton
Fir-Green Thread*
Emerald Huebloom
Verdant Crystal
Forest Crystal Cluster*
Lightweight Lumber
Lumpen Lumber
Grumpy Lumber*
Earthy Sap
Waddleduck Feather
Holy Wonderwater

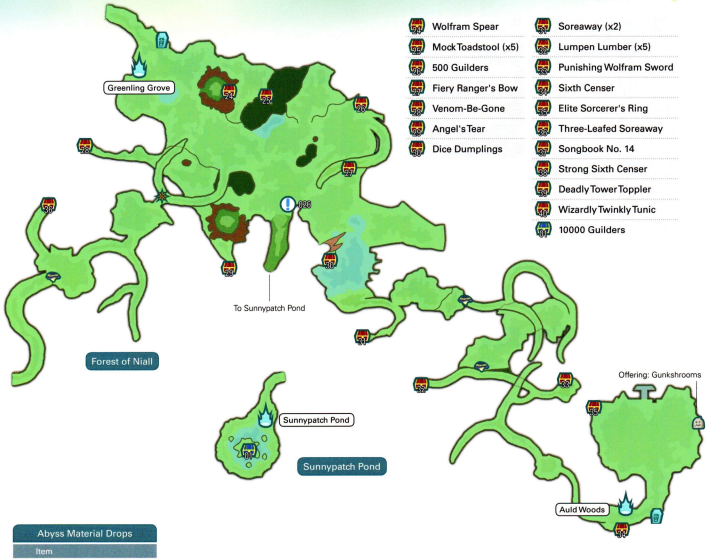
*Advanced Foraging Techniques research required

Forest of Niall Equipment Drops

Item	Tier
Wide-Awake Charm	3
Toxaway Pendant	3
Pendant Of Grit	3
Elite Archer's Ring	3
Elite Warrior's Ring	3
Silk Slippers	3
Twinkly Tunic	3
Ice Crystal Pistol	3
Ogre's Bow	3
Wizard's Posy	3
Crimson Ax	3
Soldier's Spear	3
Roaring Sword	3
Breezeguard Pendant	2
Dripguard Pendant	2
Burnguard Pendant	2
Breezy Ring	2
Dripping Ring	2
Burning Ring	2

Item	Tier
Boss's Boots	2
Whirlwind Boots	2
Spring Mantle	2
Light Tunic	2
Leather Armor	2
Bulldozer	2
Blunderbuzzer	2
Barrage Bow	2
Longbow	2
Ranger's Bow	2
Hag's Finger	2
Sorcerer's Scepter	2
Warlock's Wand	2
Platinum Ax	2
Monstrous Mallet	2
Wolfram Spear	2
Upstanding Spear	2
Wolfram Sword	2
Shamshir	2

Item	Tier
Bulwark Brooch	1
Magic Muffler	1
Champion's Ring	1
Mage's Ring	1
Simple Slippers	1
Basic Wizardwear	1
Old Cloak	1
Brawler	1
Blunderblaster	1
Huntsman's Bow	1
Siege Bow	1
Spellcaster's Shell	1
Magic Wand	1
Massive Mallet	1
Iron Ax	1
Bandit Spear	1
Pig-Iron Pike	1
Cutlass	1
Broadsword	1



Abyss Material Drops

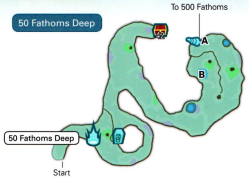
Item
Awwberries
Churned Butter
Uptown Egg
Shooting Star Salt
Heavy-Duty Cloth
Lemon-Yellow Thread
Pretty Ribbon
Bright Button
Sapphire Huebloom
Silver Nugget
Milky Crystal
Glacier Crystal Cluster*
Coarse-Grained Lumber
Candy-Owl Feather
Waveskater Shell
Pincushion Coral
Jade Coral
Oasis Wonderwater

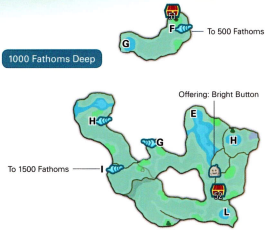
*Ultimate Foraging Techniques research required

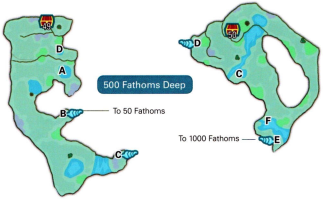
Abyss maps appear on the following page.

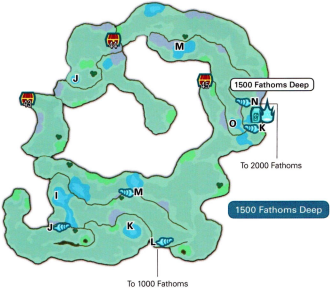
Abyss Equipment Drops

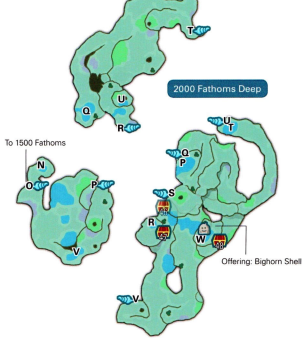
Item	Tier	Item	Tier	Item	Tier
Shiny Magic Muffler	4	Gabriel's Gavel	4	Crimson Ax	3
Shiny Baby Buckler	4	Sore Boar Ax	4	Soldier's Spear	3
Shiny Hearty Pendant	4	Lizard Lance	4	Roaring Sword	3
Shiny Long-Range Ring	4	Spectrum Spear	4	Dripguard Pendant	2
Cryptic Close-Range Ring	4	Savior's Sword	4	Dripping Ring	2
Sea Breeze Sandals	4	Greatsword	4	Boss's Boots	2
Autumn Mantle	4	Poised Pendant	3	Light Tunic	2
Bone Mail	4	Antifreeze Pendant	3	Leather Armor	2
Sick Shooter	4	Pendant Of Grit	3	Bulldozer	2
Cloudburster	4	Elite Sorcerer's Ring	3	Longbow	2
Backshot Bow	4	Elite Archer's Ring	3	Sorcerer's Scepter	2
Soulbeast Bow	4	Twinkly Tunic	3	Platinum Ax	2
Evil Eye Wand	4	Hurly Handgun	3	Wolfram Spear	2
Flutterby Baton	4	Ogre's Bow	3	Wolfram Sword	2
		Wand of Wit	3		

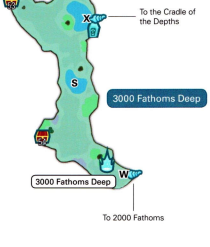

50 Fathoms Deep
To 500 Fathoms
A
B
50 Fathoms Deep
Start

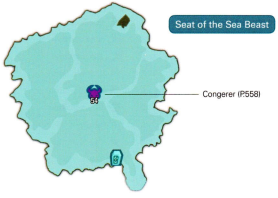

1000 Fathoms Deep
F
To 500 Fathoms
G
Offering: Bright Button
E
H
H
G
To 1500 Fathoms
I
L

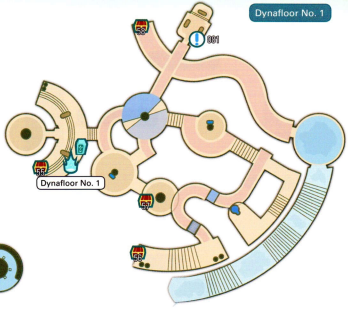

D
A
500 Fathoms Deep
B
To 50 Fathoms
C
D
C
To 1000 Fathoms
F
E

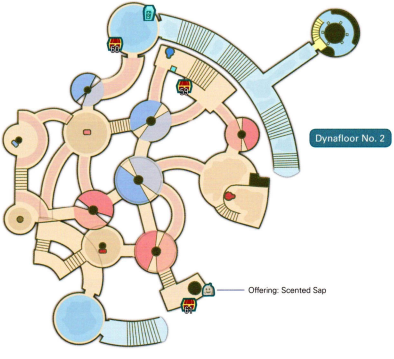

M
J
1500 Fathoms Deep
N
O
K
To 2000 Fathoms
I
M
1500 Fathoms Deep
J
K
L
To 1000 Fathoms

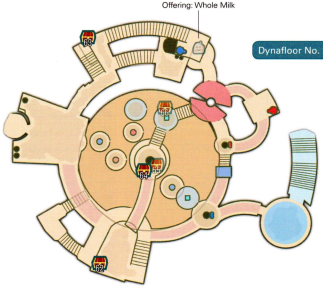

T
2000 Fathoms Deep
U
Q
R
To 1500 Fathoms
U
T
Q
N
P
O
P
S
R
W
Offering: Bighorn Shell
V
V


To the Cradle of the Depths
X
S
3000 Fathoms Deep
3000 Fathoms Deep
W
To 2000 Fathoms

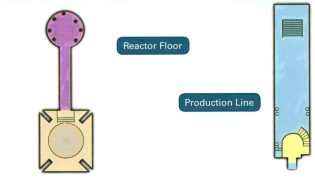


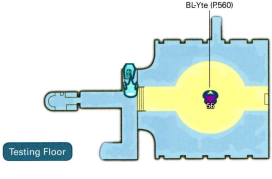


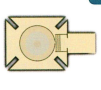




- Silver Nugget (x5)
- Greatsword
- Punisher's Ring
- 1700 Guilders
- Jade Coral (x5)
- Anti-Nixing Bone Mail
- Four-Leafed Soreaway
- Damp Flutterby Baton
- All-Be-Gone
- Strong Sixth Censer
- Waterproof Sea Breeze Sandals
- Angel's Tear
- Songbook No.15
- Steely Nugget (x5)
- Strong Sixth Censer
- Untouchable Brute's Boots
- Good Ol' Eggnog
- 2500 Guilders
- Dark Crystal (x5)
- Gutsy Enchanted Armor
- Songbook No. 16
- Angel's Tear
- All-Be-Gone
- Castle Crusher
- Four-Leafed Soreaway









Dynafloors Equipment Drops

Item	Tier
Higgledy Help Pendant	5
Cybernetic Boots	5
Marauder's Armor	5
Plunderbuss	5
Composite Bow	5
Wand of Wisdom	5
Crimson Halberd	5
Statesman's Spear	5
Yeti's Tooth	5
Shiny Magic Muffler	4
Shiny Baby Buckler	4
Profiteer's Pendant	4
Shiny Mage's Ring	4
Shiny Close-Range Ring	4
Sea Breeze Sandals	4
Autumn Mantle	4
Bone Mail	4
Sick Shooter	4
Hurlcules Handgun	4
Soulbeast Bow	4
Backshot Bow	4
Evil Eye Wand	4
Flutterby Baton	4
Sore Boar Ax	4
Gabriel's Gavel	4
Lizard Lance	4
Spectrum Spear	4
Savior's Sword	4
Greatsword	4
Nixaway Necklace	3
Elite Sorcerer's Ring	3
Twinkly Tunic	3
Hurly Handgun	3
Ogre's Bow	3
Wand of Wit	3
Crimson Ax	3
Soldier's Spear	3
Roaring Sword	3

Dynafloors Material Drops

Item	Item
Creamy Cheese	Slate-Grey Thread
Bad Egg	Chic Ribbon*
Quality Cloth	Bully Button
Cozy Cloth	Steely Nugget
Snuggly Wool	Dark Crystal
Raincloud Cotton	

*Advanced Foraging Techniques research required

Old Well Equipment Drops

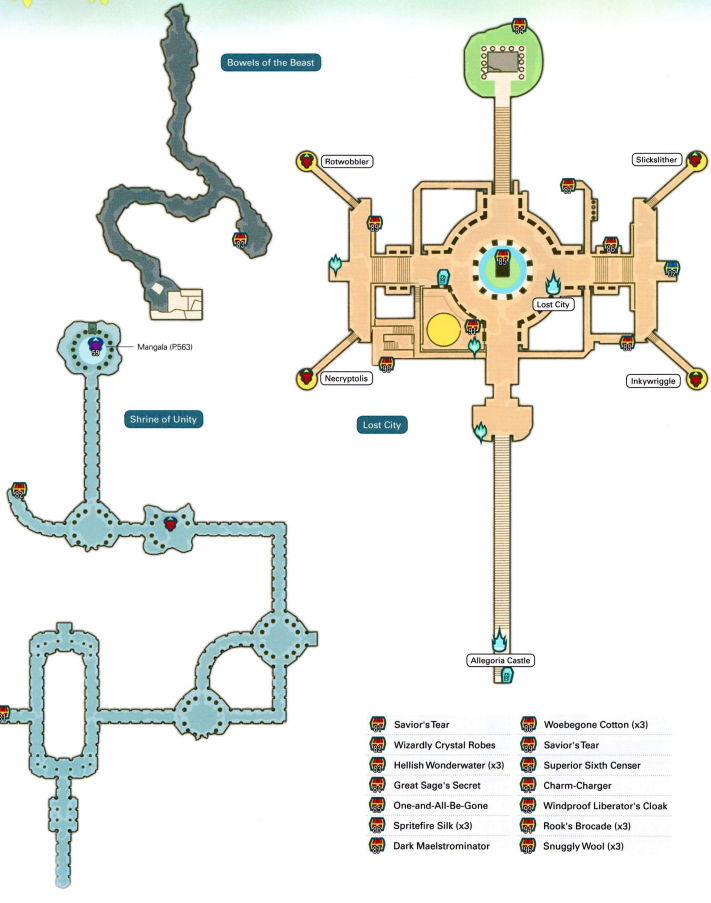
Item	Tier
Next-Level Nixaway Necklace	6
Perfectly Poised Pendant	6
Wide-Awake Charm	6
Awesome Antifreeze Pendant	6
Turbo Toxaway Pendant	6
Pitchguard Pendant	6
Blindguard Pendant	6
Blusterguard Pendant	6
Sopguard Pendant	6
Blazeguard Pendant	6
Strongbox Boots	6
Daredevil's Armor	6
Salamander	6
Ceremonial Bow	6
Wizard's Bouquet	6
Ax of Champions	6
Dragon Lance	6
Redeemer's Sword	6
Shiny Bulwark Brooch	5
Initiate's Ring	5
Cybernetic Boots	5
Restoration Robes	5
Lodestone Laser	5
Mammoth Bow	5
Gemblaze Baton	5
Full Boar Ax	5
Glorious Lance	5
Starfall Sword	5
Shiny Magic Muffler	4
Shiny Long-Range Ring	4
Sea Breeze Sandals	4
Autumn Mantle	4
Sick Shooter	4
Backshot Bow	4
Evil Eye Wand	4
Gabriel's Gavel	4
Lizard Lance	4
Savior's Sword	4



Old Well Material Drops
Item
Plain Cloth
Spectral Silk*
Pure Wool**
Snow-White Thread
Coarse Cord
Humble Button
Iron Nugget
Tranquilium Nugget*
Clear Crystal
Crude Sap
Fresh Wonderwater

*Advanced Foraging Techniques research required
**Ultimate Foraging Techniques research required

- 3000 Guilders
- Superior Sixth Censer
- Gloomy Sword of Sighs
- All-Be-Gone
- Zappy Gaudy Galoshes
- Tranquilium Nugget (x3)
- Four-Leafed Soreaway
- Chilly Dreadstare Staff
- Spectral Silk (x5)
- Savior's Tear
- Sage's Secret
- Vengeful Daredevil's Armor
- Songbook No. 12


Bowels of the Beast
Rotwobbler
Slickslither
Lost City
Necryptolis
Inkywriggle
Lost City
Allegoria Castle
Mangala (P563)
Shrine of Unity
Savior's Tear
Wizardly Crystal Robes
Hellish Wonderwater (x3)
Great Sage's Secret
One-and-All-Be-Gone
Spritefire Silk (x3)
Dark Maelstrominator
Woebegone Cotton (x3)
Savior's Tear
Superior Sixth Censer
Charm-Charger
Windproof Liberator's Cloak
Rook's Brocade (x3)
Snuggly Wool (x3)

Shrines

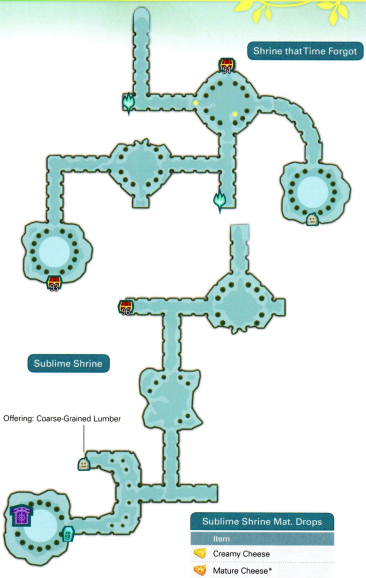
Shrine of Unity Equipment Drops

Item	Tier
High Heal Pendant	7
Gaudy Galoshes	7
Crystal Robes	7
Maelstrominator	7
Godbeast Bow	7
Flutterby Staff	7
Tundra Thumper	7
Prism Spear	7
Giant's Tooth	7
Strongbox Boots	6
Daredevil's Armor	6
Salamander	6
Ceremonial Bow	6
Wizard's Bouquet	6
Ax of Champions	6
Dragon Lance	6
Redeemer's Sword	6
Higgledy Help Pendant	5
Shiny Champion's Ring	5
Cybernetic Boots	5
Restoration Robes	5
Plunderbuss	5
Composite Bow	5
Wand of Wisdom	5
Crimson Halberd	5
Statesman's Spear	5
Yeti's Tooth	5
Shiny Magic Muffler	4
Shiny Baby Buckler	4
Shiny Hearty Pendant	4
Shiny Long-Range Ring	4
Cryptic Close-Range Ring	4
Sea Breeze Sandals	4
Autumn Mantle	4
Sick Shooter	4
Backshot Bow	4
Evil Eye Wand	4
Gabriel's Gavel	4
Lizard Lance	4
Savior's Sword	4

Shrine of Unity Material Drops

Item
Radiant Radish
Amiable Egg
Fluffy Cloth
Seraphic Silk*
Frostyfluff Cotton*
Scentless Sap*
Shivering Wonderwater*
Winter Moon Button*
Diamond Huebloom**
Nocturnium Nugget**
Fresh Wonderwater**

*Advanced Foraging Techniques research required
**Ultimate Foraging Techniques research required



Sublime Shrine Mat. Drops

Item
Creamy Cheese
Mature Cheese*
Bad Egg
Grandad's Chair
Snuggly Wool
Ponderwool*
Steely Nugget
Slate-Grey Thread
Chic Ribbon*

Shrine that Time Forgot Material Drops

Item
Loonycorn*
Good-Time Grapes
Creamy Cheese
Mature Cheese*
Cozy Cloth
Rook's Brocade*
Steely Nugget
Dark Crystal
Cloud Crow Feather

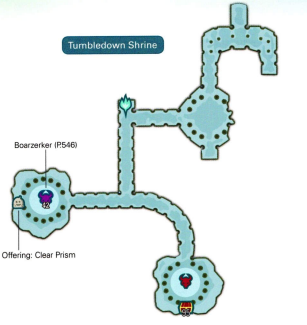
*Advanced Foraging Techniques research required

Shrine that Time Forgot, Sublime Shrine Equipment Drops

Item	Tier
Strongbox Boots	6
Daredevil's Armor	6
Salamander	6
Ceremonial Bow	6
Wizard's Bouquet	6
Ax of Champions	6
Dragon Lance	6
Redeemer's Sword	6
Higgledy Help Pendant	5
Shiny Champion's Ring	5
Cybernetic Boots	5
Restoration Robes	5
Plunderbuss	5
Composite Bow	5
Wand of Wisdom	5
Crimson Halberd	5
Statesman's Spear	5
Yeti's Tooth	5
Shiny Magic Muffler	4
Shiny Baby Buckler	4
Shiny Hearty Pendant	4
Shiny Long-Range Ring	4
Cryptic Close-Range Ring	4
Sea Breeze Sandals	4
Autumn Mantle	4
Sick Shooter	4
Backshot Bow	4
Evil Eye Wand	4
Gabriel's Gavel	4
Lizard Lance	4
Savior's Sword	4
Nixaway Necklace	3
Poised Pendant	3
Wide-Awake Charm	3
Antifreeze Pendant	3
Toxaway Pendant	3
Twinkly Tunic	3
Ice Crystal Pistol	3
Ogre's Bow	3
Wizard's Posy	3
Crimson Ax	3
Soldier's Spear	3
Roaring Sword	3

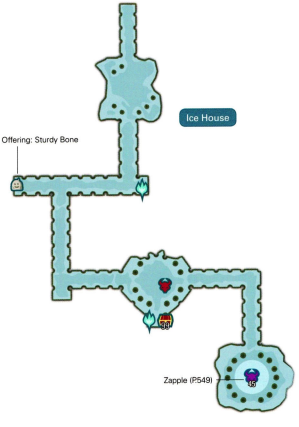
Tumbledown Shrine Equipment Drops

Item	Tier
Strongbox Boots	6
Daredevil's Armor	6
Salamander	6
Ceremonial Bow	6
Wizard's Bouquet	6
Ax of Champions	6
Dragon Lance	6
Redeemer's Sword	6
Higgledy Help Pendant	5
Shiny Champion's Ring	5
Cybernetic Boots	5
Restoration Robes	5
Plunderbuss	5
Composite Bow	5
Wand of Wisdom	5
Crimson Halberd	5
Statesman's Spear	5
Yeti's Tooth	5
Shiny Magic Muffler	4
Shiny Baby Buckler	4
Shiny Hearty Pendant	4
Shiny Long-Range Ring	4
Cryptic Close-Range Ring	4
Sea Breeze Sandals	4
Autumn Mantle	4
Sick Shooter	4
Backshot Bow	4
Evil Eye Wand	4
Gabriel's Gavel	4
Lizard Lance	4
Savior's Sword	4



Ice House, Sunshade Shrine Equipment Drops

Item	Tier
High Heal Pendant	7
Gaudy Galoshes	7
Crystal Robes	7
Maelstrominator	7
Godbeast Bow	7
Flutterby Staff	7
Tundra Thumper	7
Prism Spear	7
Giant's Tooth	7
Strongbox Boots	6
Daredevil's Armor	6
Salamander	6
Ceremonial Bow	6
Wizard's Bouquet	6
Ax of Champions	6
Dragon Lance	6
Redeemer's Sword	6
Higgledy Help Pendant	5
Shiny Champion's Ring	5
Cybernetic Boots	5
Restoration Robes	5
Plunderbuss	5
Composite Bow	5
Wand of Wisdom	5
Crimson Halberd	5
Statesman's Spear	5
Yeti's Tooth	5
Shiny Magic Muffler	4
Shiny Baby Buckler	4
Shiny Hearty Pendant	4
Shiny Long-Range Ring	4
Cryptic Close-Range Ring	4
Sea Breeze Sandals	4
Autumn Mantle	4
Sick Shooter	4
Backshot Bow	4
Evil Eye Wand	4
Gabriel's Gavel	4
Lizard Lance	4
Savior's Sword	4



- **Elite Warrior's Ring**
- **Deadly Glorious Lance**
- **Bright Sunshine Staff**
- **Scentless Sap (x3)**

Tumbledown Shrine Material Drops

Item	Item
Swirly Apple	Iron Nugget
Fresh Milk	Tranquilium Nugget*
Whole Milk*	Spring Bloom Button
Sheermint*	Fresh Wonderwater
Rough Cloth	Heavenly Wonderwater**
Pure Wool**	

Ice House Material Drops

Item	Item
Radiant Radish	Scentless Sap*
Amiable Egg	Shivering Wonderwater*
Fluffy Cloth	Winter Moon Button**
	Nocturnium Nugget**

Sunshade Shrine Material Drops

Item	Item
Egg Shell*	Autumn Haze Button*
Prickled Pepper	Gold Nugget
Noon Glory**	Inferno Crystal Cluster*
Stylish String*	Lovely Wool

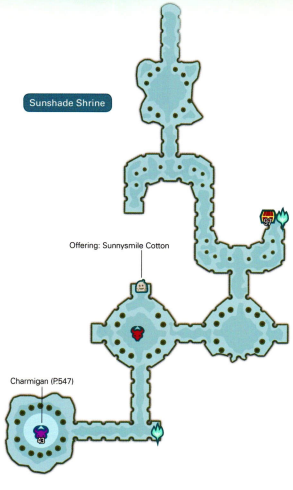
Unsung Shrine Equipment Drops

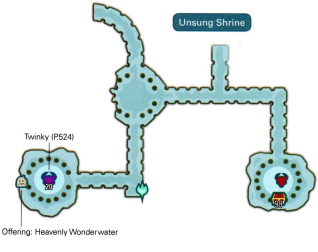
Item	Tier	Item	Tier
Higgledy Help Pendant	5	Sick Shooter	4
Shiny Champion's Ring	5	Backshot Bow	4
Cybernetic Boots	5	Evil Eye Wand	4
Restoration Robes	5	Gabriel's Gavel	4
Plunderbuss	5	Lizard Lance	4
Composite Bow	5	Savior's Sword	4
Wand of Wisdom	5	Nixaway Necklace	3
Crimson Halberd	5	Poised Pendant	3
Statesman's Spear	5	Wide-Awake Charm	3
Yeti's Tooth	5	Antifreeze Pendant	3
Shiny Magic Muffler	4	Toxaway Pendant	3
Shiny Baby Buckler	4	Twinkly Tunic	3
Shiny Hearty Pendant	4	Ice Crystal Pistol	3
Shiny Long-Range Ring	4	Ogre's Bow	3
Cryptic Close-Range Ring	4	Wizard's Posy	3
Sea Breeze Sandals	4	Crimson Ax	3
Autumn Mantle	4	Soldier's Spear	3
		Roaring Sword	3

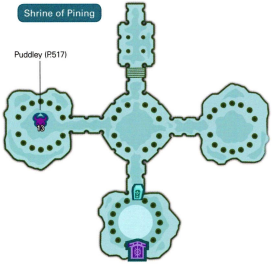
Unsung Shrine Material Drops

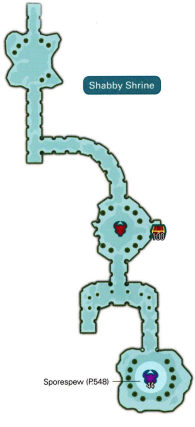
Item	Item
Single Cream	Sackcloth
Quadruple Cream*	Comfy Cloth
Golden Egg**	Hardwearing Wool
Prickled Pepper	Snazzy String**
	Coarse Cord

*Advanced Foraging Techniques research required
**Ultimate Foraging Techniques research required







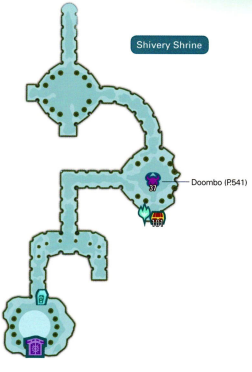


Shrine of Pining Equipment Drops

Item	Tier	Item	Tier
Higgledy Help Pendant	5	Wide-Awake Charm	3
Shiny Champion's Ring	5	Antifreeze Pendant	3
Cybernetic Boots	5	Toxaway Pendant	3
Restoration Robes	5	Twinkly Tunic	3
Plunderbuss	5	Ice Crystal Pistol	3
Composite Bow	5	Ogre's Bow	3
Wand of Wisdom	5	Wizard's Posy	3
Crimson Halberd	5	Crimson Ax	3
Statesman's Spear	5	Soldier's Spear	3
Yeti's Tooth	5	Roaring Sword	3
Shiny Magic Muffler	4	Breezeguard Pendant	2
Shiny Baby Buckler	4	Dripguard Pendant	2
Shiny Hearty Pendant	4	Burnguard Pendant	2
Shiny Long-Range Ring	4	Breezy Ring	2
Cryptic Close-Range Ring	4	Dripping Ring	2
Sea Breeze Sandals	4	Burning Ring	2
Autumn Mantle	4	Boss's Boots	2
Sick Shooter	4	Leather Armor	2
Backshot Bow	4	Light Tunic	2
Evil Eye Wand	4	Bulldozer	2
Gabriel's Gavel	4	Barrage Bow	2
Lizard Lance	4	Longbow	2
Savior's Sword	4	Sorcerer's Scepter	2
Nixaway Necklace	3	Platinum Ax	2
Poised Pendant	3	Wolfram Spear	2
		Wolfram Sword	2

Shabby Shrine Equipment Drops

Item	Tier	Item	Tier
Strongbox Boots	6	Cryptic Close-Range Ring	4
Daredevil's Armor	6	Sea Breeze Sandals	4
Salamander	6	Autumn Mantle	4
Ceremonial Bow	6	Sick Shooter	4
Wizard's Bouquet	6	Backshot Bow	4
Ax of Champions	6	Evil Eye Wand	4
Dragon Lance	6	Gabriel's Gavel	4
Redeemer's Sword	6	Lizard Lance	4
Higgledy Help Pendant	5	Savior's Sword	4
Shiny Champion's Ring	5	Nixaway Necklace	3
Cybernetic Boots	5	Poised Pendant	3
Restoration Robes	5	Wide-Awake Charm	3
Plunderbuss	5	Antifreeze Pendant	3
Composite Bow	5	Toxaway Pendant	3
Wand of Wisdom	5	Twinkly Tunic	3
Crimson Halberd	5	Ice Crystal Pistol	3
Statesman's Spear	5	Ogre's Bow	3
Yeti's Tooth	5	Wizard's Posy	3
Shiny Magic Muffler	4	Crimson Ax	3
Shiny Baby Buckler	4	Soldier's Spear	3
Shiny Hearty Pendant	4	Roaring Sword	3
Shiny Long-Range Ring	4		



Shivery Shrine , Bleachbone Shrine Equipment Drops

Item	Tier	Item	Tier
High Heal Pendant	7	Restoration Robes	5
Gaudy Galoshes	7	Plunderbuss	5
Crystal Robes	7	Composite Bow	5
Maelstrominator	7	Wand of Wisdom	5
Godbeast Bow	7	Crimson Halberd	5
Flutterby Staff	7	Statesman's Spear	5
Tundra Thumper	7	Yeti's Tooth	5
Prism Spear	7	Shiny Magic Muffler	4
Giant's Tooth	7	Shiny Baby Buckler	4
Strongbox Boots	6	Shiny Hearty Pendant	4
Daredevil's Armor	6	Shiny Long-Range Ring	4
Salamander	6	Cryptic Close-Range Ring	4
Ceremonial Bow	6	Sea Breeze Sandals	4
Wizard's Bouquet	6	Autumn Mantle	4
Ax of Champions	6	Sick Shooter	4
Dragon Lance	6	Backshot Bow	4
Redeemer's Sword	6	Evil Eye Wand	4
Higgledy Help Pendant	5	Gabriel's Gavel	4
Shiny Champion's Ring	5	Lizard Lance	4
Cybernetic Boots	5	Savior's Sword	4

Ring of Spite
Shiny Hearty Pendant
Autumn Haze Button (x3)

Shrine of Pining Material Drops

Item	Item
Awwberries	Coarse-Grained Lumber
Rhino Pineapple*	Sapphire Huebloom
Churned Butter	Sea-Blue Thread*
Better Butter*	Silver Nugget
Lemon-Yellow Thread	

Shabby Shrine Material Drops

Item	Item
Golden Egg**	Snazzy String**
Yaht Peas	Crimson Crystal
Cosmic Peas*	Sackcloth
Moongo*	Comfy Cloth
Night-White Thread**	

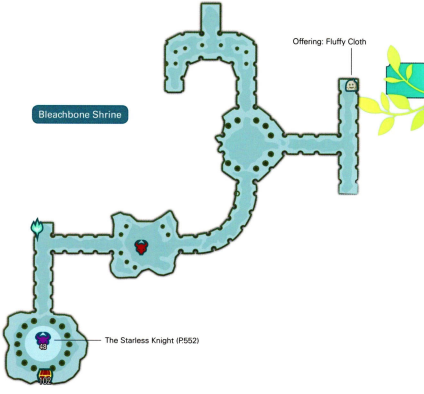
Shivery Shrine Material Drops

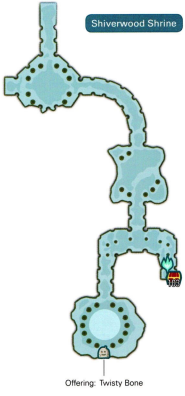
Item	Item
Radiant Radish	Shivering Wonderwater*
Amiable Egg	Diamond Huebloom**
Fluffy Cloth	Nocturnium Nugget**
Scentless Sap*	

Bleachbone Shrine Material Drops

Item	Item
Egg Shell*	Autumn Haze Button*
Prickled Pepper	Cuddlywarm Cotton*
Noon Glory**	Knight's Brocade*
Stylish String*	Fluffy Cloth

*Advanced Foraging Techniques research required
**Ultimate Foraging Techniques research required





Shiverwood Shrine Mat.
Item
Sun-Kissed Tomato
Jazz Egg
Mock Toadstool
Moonbeam Mushrooms
Holy Wonderwater
Summer Meadow Button*
Somnium Nugget*
Verdant Crystal
Stonewashed Cloth

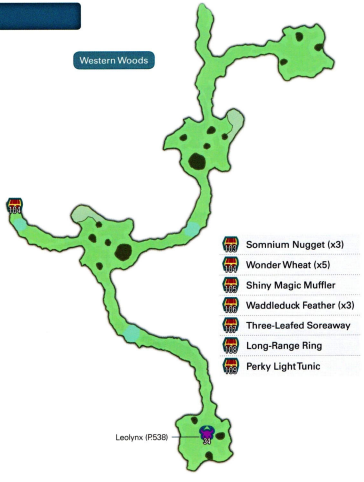
*Advanced Foraging Techniques research required
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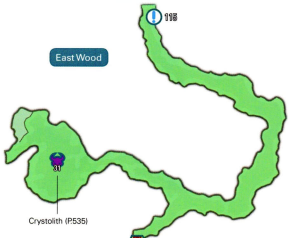
Shiverwood Shrine Equipment Drops					
Item	Tier		Item	Tier	
Shiny Magic Muffler	4		Ogre's Bow	3	
Shiny Baby Buckler	4		Wizard's Posy	3	
Shiny Hearty Pendant	4		Crimson Ax	3	
Shiny Long-Range Ring	4		Soldier's Spear	3	
Cryptic Close-Range Ring	4		Roaring Sword	3	
Sea Breeze Sandals	4		Breezeguard Pendant	2	
Autumn Mantle	4		Dripguard Pendant	2	
Sick Shooter	4		Burnguard Pendant	2	
Backshot Bow	4		Breezy Ring	2	
Evil Eye Wand	4		Dripping Ring	2	
Gabriel's Gavel	4		Burning Ring	2	
Lizard Lance	4		Boss's Boots	2	
Savior's Sword	4		Leather Armor	2	
Nixaway Necklace	3		Light Tunic	2	
Poised Pendant	3		Bulldozer	2	
Wide-Awake Charm	3		Barrage Bow	2	
Antifreeze Pendant	3		Longbow	2	
Toxaway Pendant	3		Sorcerer's Scepter	2	
Twinkly Tunic	3		Platinum Ax	2	
Ice Crystal Pistol	3		Wolfram Spear	2	
			Wolfram Sword	2	

Forests

Western Woods Equipment Drops					
Item	Tier		Item	Tier	
Strongbox Boots	6		Cryptic Close-Range Ring	4	
Daredevil's Armor	6		Sea Breeze Sandals	4	
Salamander	6		Autumn Mantle	4	
Ceremonial Bow	6		Sick Shooter	4	
Wizard's Bouquet	6		Backshot Bow	4	
Ax of Champions	6		Evil Eye Wand	4	
Dragon Lance	6		Gabriel's Gavel	4	
Redeemer's Sword	6		Lizard Lance	4	
Higgledy Help Pendant	5		Savior's Sword	4	
Shiny Champion's Ring	5				
Cybernetic Boots	5				
Restoration Robes	5				
Plunderbuss	5				
Composite Bow	5				
Wand of Wisdom	5				
Crimson Halberd	5				
Statesman's Spear	5				
Yeti's Tooth	5				
Shiny Magic Muffler	4				
Shiny Baby Buckler	4				
Shiny Hearty Pendant	4				
Shiny Long-Range Ring	4				

Western Woods Mat. Drops
Item
Hearty Wheat
Wonder Wheat*
Good Egg
Sheermint*
Grass-Green Thread
Coarse Cord
Hip Ribbon**
Spring Bloom Button
Coral Huebloom
Lightweight Lumber





East Wood Equipment Drops

Item	Tier	Item	Tier
Strongbox Boots	6	Shiny Long-Range Ring	4
Daredevil's Armor	6	Cryptic Close-Range Ring	4
Salamander	6	Sea Breeze Sandals	4
Ceremonial Bow	6	Autumn Mantle	4
Wizard's Bouquet	6	Sick Shooter	4
Ax of Champions	6	Backshot Bow	4
Dragon Lance	6	Evil Eye Wand	4
Redeemer's Sword	6	Gabriel's Gavel	4
Higgledy Help Pendant	5	Lizard Lance	4
Shiny Champion's Ring	5	Savior's Sword	4
Cybernetic Boots	5	Nixaway Necklace	3
Restoration Robes	5	Poised Pendant	3
Plunderbuss	5	Wide-Awake Charm	3
Composite Bow	5	Antifreeze Pendant	3
Wand of Wisdom	5	Toxaway Pendant	3
Crimson Halberd	5	Twinkly Tunic	3
Statesman's Spear	5	Ice Crystal Pistol	3
Yeti's Tooth	5	Ogre's Bow	3
Shiny Magic Muffler	4	Wizard's Posy	3
Shiny Baby Buckler	4	Crimson Ax	3
Shiny Hearty Pendant	4	Soldier's Spear	3
		Roaring Sword	3

East Wood Material Drops

Item	Item
Blossomwheat	Cloud Crow Feather
Loonycorn*	Citrine Huebloom
Bad Egg	Snuggly Wool
Grandad's Chair	Ponderwool*
Scented Sap	

Spineshiver Grove Equipment Drops

Item	Tier	Item	Tier
Nixaway Necklace	3	Barrage Bow	2
Poised Pendant	3	Longbow	2
Wide-Awake Charm	3	Sorcerer's Scepter	2
Antifreeze Pendant	3	Platinum Ax	2
Toxaway Pendant	3	Wolfram Spear	2
Twinkly Tunic	3	Wolfram Sword	2
Ice Crystal Pistol	3	Hearty Pendant	1
Ogre's Bow	3	Close-Range Ring	1
Wizard's Posy	3	Simple Slippers	1
Crimson Ax	3	Basic Wizardwear	1
Soldier's Spear	3	Old Cloak	1
Roaring Sword	3	Brawler	1
Breezeguard Pendant	2	Blunderblaster	1
Dripguard Pendant	2	Huntsman's Bow	1
Burnguard Pendant	2	Shortbow	1
Breezy Ring	2	Wizard's Wand	1
Dripping Ring	2	Magic Wand	1
Burning Ring	2	Massive Mallet	1
Boss's Boots	2	Iron Ax	1
Leather Armor	2	Bandit Spear	1
Light Tunic	2	Pig-Iron Pike	1
Bulldozer	2	Cutlass	1
		Broadsword	1



Spineshiver Grove Material Drops

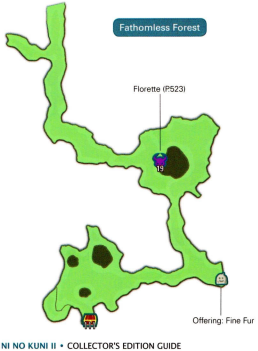
Item	Item
Hearty Wheat	Crude Sap
Jinglewheat	Inky Sap**
Lampkin**	Fledgling Feather
Dinky Eggs	Waddleduck Feather
Amethyst Huebloom*	

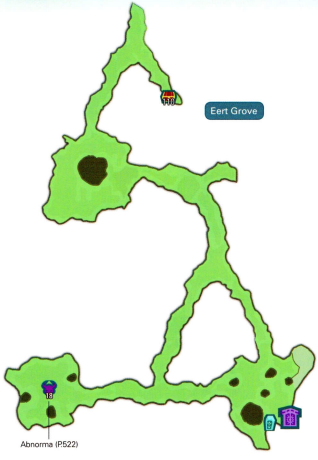
Fathomless Forest & Faraway Forest Equipment Drops

Item	Tier
Strongbox Boots	6
Daredevil's Armor	6
Salamander	6
Ceremonial Bow	6
Wizard's Bouquet	6
Ax of Champions	6
Dragon Lance	6
Redeemer's Sword	6
Higgledy Help Pendant	5
Shiny Champion's Ring	5
Cybernetic Boots	5
Restoration Robes	5
Plunderbuss	5
Composite Bow	5
Wand of Wisdom	5
Crimson Halberd	5
Statesman's Spear	5
Yeti's Tooth	5
Shiny Magic Muffler	4
Shiny Baby Buckler	4
Shiny Hearty Pendant	4
Shiny Long-Range Ring	4
Cryptic Close-Range Ring	4
Sea Breeze Sandals	4
Autumn Mantle	4
Sick Shooter	4
Backshot Bow	4
Evil Eye Wand	4
Gabriel's Gavel	4
Lizard Lance	4
Savior's Sword	4
Nixaway Necklace	3
Poised Pendant	3
Wide-Awake Charm	3
Antifreeze Pendant	3
Toxaway Pendant	3
Twinkly Tunic	3
Ice Crystal Pistol	3
Ogre's Bow	3
Wizard's Posy	3
Crimson Ax	3
Soldier's Spear	3
Roaring Sword	3

Fathomless Forest Material Drops

Item
Blossomwheat
Loonycorn*
Creamy Cheese
Mature Cheese*
Quality Cloth
Cozy Cloth
Rook's Brocade**
Fine-Grained Lumber
Scented Sap





Faraway Forest Mat. Drops

Item
Blossomwheat
Awwberries
Mock Toadstool
Cobbler's Nails
Fine-Grained Lumber
Candy-Owl Feather
Citrine Huebloom
Steely Nugget
Cloudhaze Cotton





Jumblewoods Material Drops

Item	Item
Hearty Wheat	Footman's Brocade*
Jinglewheat	Crude Sap
Lampkin**	Fledgling Feather
Thorngerine	Waddleduck Feather
Plain Cloth	

- Wolfram Sword
- Hardwearing Wool (x3)
- Fine-Grained Lumber (x3)
- Candy-Owl Feather (x3)
- Jinglewheat (x5)

Eert Grove, Jumblewoods, & Sundown Woods Equipment Drops

Item	Tier	Item	Tier
Nixaway Necklace	3	Longbow	2
Poised Pendant	3	Sorcerer's Scepter	2
Wide-Awake Charm	3	Platinum Ax	2
Antifreeze Pendant	3	Wolfram Spear	2
Toxaway Pendant	3	Wolfram Sword	2
Twinkly Tunic	3	Hearty Pendant	1
Ice Crystal Pistol	3	Close-Range Ring	1
Ogre's Bow	3	Simple Slippers	1
Wizard's Posy	3	Basic Wizardwear	1
Crimson Ax	3	Old Cloak	1
Soldier's Spear	3	Brawler	1
Roaring Sword	3	Blunderblaster	1
Breezeguard Pendant	2	Huntsman's Bow	1
Dripguard Pendant	2	Shortbow	1
Burnguard Pendant	2	Wizard's Wand	1
Breezy Ring	2	Magic Wand	1
Dripping Ring	2	Massive Mallet	1
Burning Ring	2	Iron Ax	1
Boss's Boots	2	Bandit Spear	1
Leather Armor	2	Pig-Iron Pike	1
Light Tunic	2	Cutlass	1
Bulldozer	2	Broadsword	1
Barrage Bow	2		

Eert Grove Material Drops

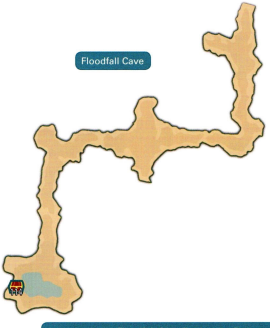
Item
Jinglewheat
Yaht Peas
Classic Cabbage
Prickled Pepper
Ruby Huebloom
Jolly Lumber*
Grassy Sap
Coarse Cord
Hardwearing Wool

Sundown Woods Material Drops

Item	Item
Jinglewheat	Smoky Quartz Huebloom*
Mock Toadstool	Lumpen Lumber
Cobbler's Nails	Earthy Sap
Runny Honey	Heartwarming Wool
Emerald Huebloom	

*Advanced Foraging Techniques research required
**Ultimate Foraging Techniques research required

Caves





Floodfall Cave Equipment Drops

Item	Tier	Item	Tier
Shiny Magic Muffler	4	Ogre's Bow	3
Shiny Baby Buckler	4	Wizard's Posy	3
Shiny Hearty Pendant	4	Crimson Ax	3
Shiny Long-Range Ring	4	Soldier's Spear	3
Cryptic Close-Range Ring	4	Roaring Sword	3
Sea Breeze Sandals	4	Breezeguard Pendant	2
Autumn Mantle	4	Dripguard Pendant	2
Sick Shooter	4	Burnguard Pendant	2
Backshot Bow	4	Breezy Ring	2
Evil Eye Wand	4	Dripping Ring	2
Gabriel's Gavel	4	Burning Ring	2
Lizard Lance	4	Boss's Boots	2
Savior's Sword	4	Leather Armor	2
Nixaway Necklace	3	Light Tunic	2
Poised Pendant	3	Bulldozer	2
Wide-Awake Charm	3	Barrage Bow	2
Antifreeze Pendant	3	Longbow	2
Toxaway Pendant	3	Sorcerer's Scepter	2
Twinkly Tunic	3	Platinum Ax	2
Ice Crystal Pistol	3	Wolfram Spear	2
		Wolfram Sword	2

Floodfall Cave Material Drops

Item	Item
Arrowhead Carrot	Copper Nugget
Prickled Pepper	Crimson Crystal
Classic Cabbage	Stackcloth
Single Cream	Comfy Cloth
Quadruple Cream*	Hardwearing Wool

Crosswater Cavern Equipment Drops

Item	Tier	Item	Tier
Nixaway Necklace	3	Barrage Bow	2
Poised Pendant	3	Longbow	2
Wide-Awake Charm	3	Sorcerer's Scepter	2
Antifreeze Pendant	3	Platinum Ax	2
Toxaway Pendant	3	Wolfram Spear	2
Twinkly Tunic	3	Wolfram Sword	2
Ice Crystal Pistol	3	Hearty Pendant	1
Ogre's Bow	3	Close-Range Ring	1
Wizard's Posy	3	Simple Slippers	1
Crimson Ax	3	Basic Wizardwear	1
Soldier's Spear	3	Old Cloak	1
Roaring Sword	3	Brawler	1
Breezeguard Pendant	2	Blunderblaster	1
Dripguard Pendant	2	Huntsman's Bow	1
Burnguard Pendant	2	Shortbow	1
Breezy Ring	2	Wizard's Wand	1
Dripping Ring	2	Magic Wand	1
Burning Ring	2	Massive Mallet	1
Boss's Boots	2	Iron Ax	1
Leather Armor	2	Bandit Spear	1
Light Tunic	2	Pig-Iron Pike	1
Bulldozer	2	Cutlass	1
		Broadsword	1



- Crimson Crystal (x5)
- Inferno Crystal Cluster (x3)
- Soreaway Sweet
- Nocturnium Nugget (x3)
- Seraphic Silk (x3)

Crosswater Cavern Material Drops

Item	Item
Arrowhead Carrot	Snow-White Thread
Swirly Apple	Tranquilium Nugget*
Fresh Milk	Rough Cloth
Whole Milk*	Clear Crystal

Mugsburrow Material Drops

Item	Item
Brazen Beans	Inferno Crystal Cluster*
Rugged Spud	Simmering Wonderwater
Noon Glory**	Fluffy Cloth
Gold Nugget	Knight's Brocade*

Freezybones Cave Material Drops

Item	Item
Radiant Radish	Frostyfluff Cotton*
Amiable Egg	Diamond Huebloom**
Fluffy Cloth	Nocturnium Nugget**
Seraphic Silk*	

*Advanced Foraging Techniques research required
**Ultimate Foraging Techniques research required

Freezybones Cave & Mugsburrow Equipment Drops

Item	Tier	Item	Tier
High Heal Pendant	7	Restoration Robes	5
Gaudy Galoshes	7	Plunderbuss	5
Crystal Robes	7	Composite Bow	5
Maelstrominator	7	Wand of Wisdom	5
Godbeast Bow	7	Crimson Halberd	5
Flutterby Staff	7	Statesman's Spear	5
Tundra Thumper	7	Yeti's Tooth	5
Prism Spear	7	Shiny Magic Muffler	4
Giant's Tooth	7	Shiny Baby Buckler	4
Strongbox Boots	6	Shiny Hearty Pendant	4
Daredevil's Armor	6	Shiny Long-Range Ring	4
Salamander	6	Cryptic Close-Range Ring	4
Ceremonial Bow	6	Sea Breeze Sandals	4
Wizard's Bouquet	6	Autumn Mantle	4
Ax of Champions	6	Sick Shooter	4
Dragon Lance	6	Backshot Bow	4
Redeemer's Sword	6	Evil Eye Wand	4
Higgledy Help Pendant	5	Gabriel's Gavel	4
Shiny Champion's Ring	5	Lizard Lance	4
Cybernetic Boots	5	Savior's Sword	4

Capaneus's Crypt & Powder Keg Cavern Equipment Drops

Item	Tier	Item	Tier	Item	Tier
Higgledy Help Pendant	5	Sick Shooter	4	Roaring Sword	3
Shiny Champion's Ring	5	Backshot Bow	4	Breezeguard Pendant	2
Cybernetic Boots	5	Evil Eye Wand	4	Dripguard Pendant	2
Restoration Robes	5	Gabriel's Gavel	4	Burnguard Pendant	2
Plunderbuss	5	Lizard Lance	4	Breezy Ring	2
Composite Bow	5	Savior's Sword	4	Dripping Ring	2
Wand of Wisdom	5	Nixaway Necklace	3	Burning Ring	2
Crimson Halberd	5	Poised Pendant	3	Boss's Boots	2
Statesman's Spear	5	Wide-Awake Charm	3	Leather Armor	2
Yeti's Tooth	5	Antifreeze Pendant	3	Light Tunic	2
Shiny Magic Muffler	4	Toxaway Pendant	3	Bulldozer	2
Shiny Baby Buckler	4	Twinkly Tunic	3	Barrage Bow	2
Shiny Hearty Pendant	4	Ice Crystal Pistol	3	Longbow	2
Shiny Long-Range Ring	4	Ogre's Bow	3	Sorcerer's Scepter	2
Cryptic Close-Range Ring	4	Wizard's Posy	3	Platinum Ax	2
Sea Breeze Sandals	4	Crimson Ax	3	Wolfram Spear	2
Autumn Mantle	4	Soldier's Spear	3	Wolfram Sword	2

Capaneus's Crypt Mat. Drops

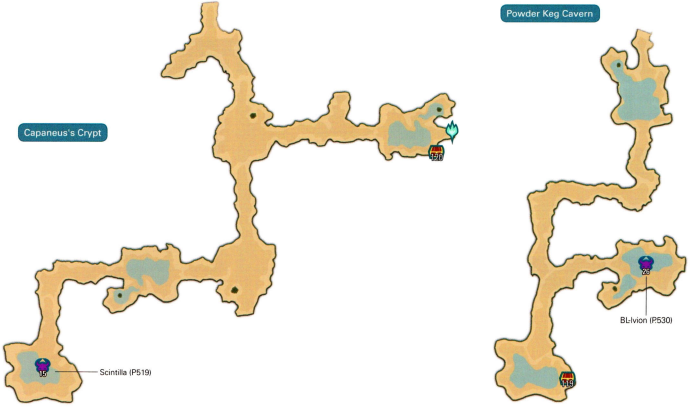
Item
Rhino Pineapple*
Uptown Egg
Bluesky Buttontops
Good-Time Grapes
Silver Nugget
Milky Crystal
Heavy-Duty Cloth
Candy-Owl Feather
Slumbergull Feather*

Powder Keg Cavern Mat.Drops

Item
Creamy Cheese
Mature Cheese*
Bad Egg
Grandad's Chair
Steely Nugget
Dark Crystal
Bully Button
Raincloud Cotton
Slate-Grey Thread

Slate-Grey Thread (x3)

Milky Crystal (x3)



Grotty Grotto Equipment Drops

Item	Tier
Breezeguard Pendant	2
Dripguard Pendant	2
Burnguard Pendant	2
Breezy Ring	2
Dripping Ring	2
Burning Ring	2
Boss's Boots	2
Leather Armor	2
Light Tunic	2
Bulldozer	2
Barrage Bow	2
Longbow	2
Sorcerer's Scepter	2
Platinum Ax	2
Wolfram Spear	2
Wolfram Sword	2
Hearty Pendant	1
Close-Range Ring	1
Simple Slippers	1
Basic Wizardwear	1
Old Cloak	1
Brawler	1
Blunderblaster	1
Huntsman's Bow	1
Shortbow	1
Wizard's Wand	1
Magic Wand	1
Massive Mallet	1
Iron Ax	1
Bandit Spear	1
Pig-Iron Pike	1
Cutlass	1
Broadsword	1

Grotty Grotto Material Drops

Item
Arrowhead Carrot
Swirly Apple
Fresh Milk
Whole Milk*
Snow-White Thread
Iron Nugget
Rough Cloth
Clear Crystal

*Advanced Foraging Techniques research required
**Ultimate Foraging Techniques research required

Hidey-Hole



Grotty Grotto



Crawlspace Cave



Coral Cave



Looksee Cave

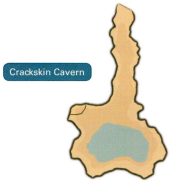


Squeezethrough Grotto



Seaspray Tunnel





Dampshoe Cave Equipment Drops

Item	Tier
Strongbox Boots	6
Daredevil's Armor	6
Salamander	6
Ceremonial Bow	6
Wizard's Bouquet	6
Ax of Champions	6
Dragon Lance	6
Redeemer's Sword	6
Higgledy Help Pendant	5
Shiny Champion's Ring	5
Cybernetic Boots	5
Restoration Robes	5
Plunderbuss	5
Composite Bow	5

Item	Tier
Wand of Wisdom	5
Crimson Halberd	5
Statesman's Spear	5
Yeti's Tooth	5
Shiny Magic Muffler	4
Shiny Baby Buckler	4
Shiny Hearty Pendant	4
Shiny Long-Range Ring	4
Cryptic Close-Range Ring	4
Sea Breeze Sandals	4
Autumn Mantle	4
Sick Shooter	4
Backshot Bow	4
Evil Eye Wand	4

Item	Tier
Gabriel's Gavel	4
Lizard Lance	4
Savior's Sword	4
Nixaway Necklace	3
Poised Pendant	3
Wide-Awake Charm	3
Antifreeze Pendant	3
Toxaway Pendant	3
Twinkly Tunic	3
Ice Crystal Pistol	3
Ogre's Bow	3
Wizard's Posy	3
Crimson Ax	3
Soldier's Spear	3
Roaring Sword	3

Crooked Cavern Mat. Drops

Item
Mellowfat Peas
Beanstalk Giant**
Lampkin**
Munchy Nut
Humble Button
Fledgling Feather
Arrowhawk Feather*
Plain Cloth
Lambkin Cotton



Crooked Cavern Equipment Drops

Item	Tier
Strongbox Boots	6
Daredevil's Armor	6
Salamander	6
Ceremonial Bow	6
Wizard's Bouquet	6
Ax of Champions	6
Dragon Lance	6
Redeemer's Sword	6
Higgledy Help Pendant	5
Shiny Champion's Ring	5
Cybernetic Boots	5
Restoration Robes	5
Plunderbuss	5
Composite Bow	5
Wand of Wisdom	5

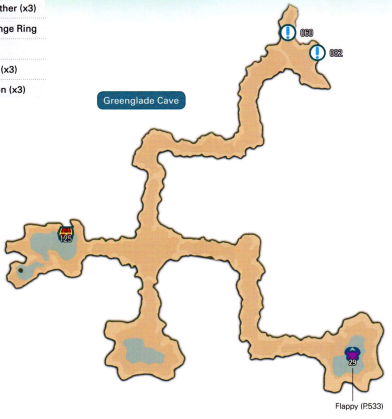
Item	Tier
Crimson Halberd	5
Statesman's Spear	5
Yeti's Tooth	5
Shiny Magic Muffler	4
Shiny Baby Buckler	4
Shiny Hearty Pendant	4
Shiny Long-Range Ring	4
Cryptic Close-Range Ring	4
Sea Breeze Sandals	4
Autumn Mantle	4
Sick Shooter	4
Backshot Bow	4
Evil Eye Wand	4
Gabriel's Gavel	4
Lizard Lance	4
Savior's Sword	4

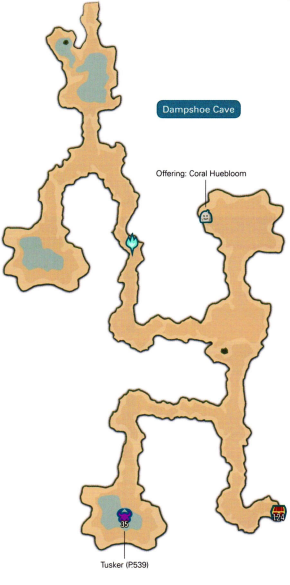
Dampshoe Cave Mat. Drops

Item
Scariwinkle
Wee Urchins*
Churned Butter
Better Butter*
Waveskater Shell
Littlehorn Shell*
Pincushion Coral
Hosepipe Coral*
Milky Crystal

*Advanced Foraging Techniques research required
**Ultimate Foraging Techniques research required

- Arrowhawk Feather (x3)
- Shiny Close-Range Ring
- 600 Guilders
- Littlehorn Shell (x3)
- Gloaming Cotton (x3)









Blowtorch Cave Equipment Drops

Item	Tier	Item	Tier
High Heal Pendant	7	Restoration Robes	5
Gaudy Galoshes	7	Plunderbuss	5
Crystal Robes	7	Composite Bow	5
Maelstrominator	7	Wand of Wisdom	5
Godbeast Bow	7	Crimson Halberd	5
Flutterby Staff	7	Statesman's Spear	5
Tundra Thumper	7	Yeti's Tooth	5
Prism Spear	7	Shiny Magic Muffler	4
Giant's Tooth	7	Shiny Baby Buckler	4
Strongbox Boots	6	Shiny Hearty Pendant	4
Daredevil's Armor	6	Shiny Long-Range Ring	4
Salamander	6	Cryptic Close-Range Ring	4
Ceremonial Bow	6	Sea Breeze Sandals	4
Wizard's Bouquet	6	Autumn Mantle	4
Ax of Champions	6	Sick Shooter	4
Dragon Lance	6	Backshot Bow	4
Redeemer's Sword	6	Evil Eye Wand	4
Higgledy Help Pendant	5	Gabriel's Gavel	4
Shiny Champion's Ring	5	Lizard Lance	4
Cybernetic Boots	5	Savior's Sword	4

Dugout, Tidewash Cave, & Runaway Cave Equipment Drops

Item	Tier	Item	Tier
Shiny Magic Muffler	4	Ogre's Bow	3
Shiny Baby Buckler	4	Wizard's Posy	3
Shiny Hearty Pendant	4	Crimson Ax	3
Shiny Long-Range Ring	4	Soldier's Spear	3
Cryptic Close-Range Ring	4	Roaring Sword	3
Sea Breeze Sandals	4	Breezeguard Pendant	2
Autumn Mantle	4	Dripguard Pendant	2
Sick Shooter	4	Burnguard Pendant	2
Backshot Bow	4	Breezy Ring	2
Evil Eye Wand	4	Dripping Ring	2
Gabriel's Gavel	4	Burning Ring	2
Lizard Lance	4	Boss's Boots	2
Savior's Sword	4	Leather Armor	2
Nixaway Necklace	3	Light Tunic	2
Poised Pendant	3	Bulldozer	2
Wide-Awake Charm	3	Barrage Bow	2
Antifreeze Pendant	3	Longbow	2
Toxaway Pendant	3	Sorcerer's Scepter	2
Twinkly Tunic	3	Platinum Ax	2
Ice Crystal Pistol	3	Wolfram Spear	2
		Wolfram Sword	2

Blowtorch Cave Mat. Drops

Item
Brazen Beans
Rugged Spud
Noon Glory**
Gold Nugget
Inferno Crystal Cluster*
Simmering Wonderwater
Lovely Wool
Cuddlywarm Cotton*



Runaway Cave Material Drops

Item	Item
Prism Pepper*	Wild Wool
Thorngerine	Lambkin Cotton
Dinky Eggs	Coral-Pink Thread
Munchy Nut	Iron Nugget

Tidewash Cave Material Drops

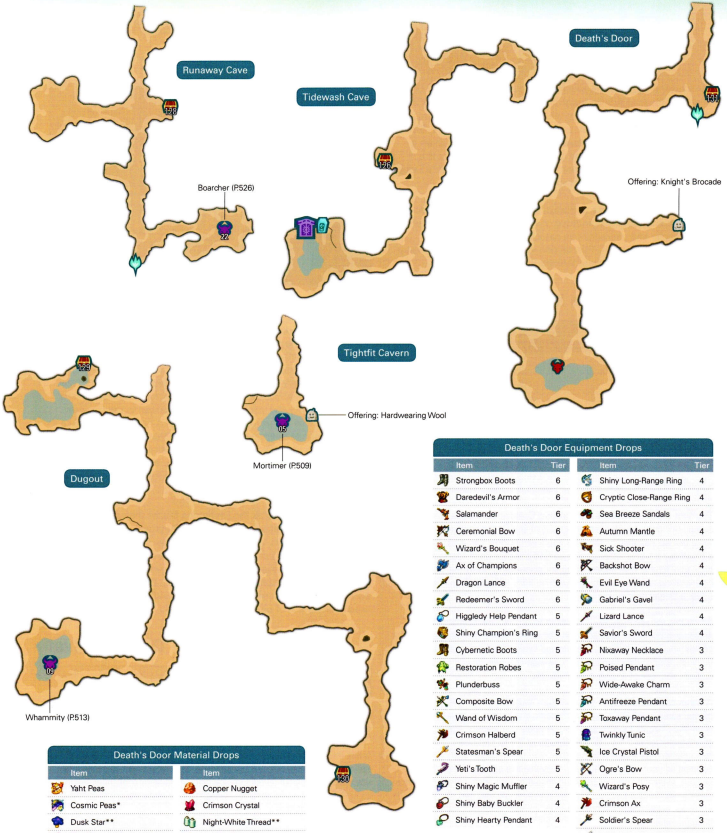
Item	Item
Classic Cabbage	Holy Wonderwater
Single Cream	High Tide Shell
Quadruple Cream*	Copper Nugget
Prickled Pepper	Crimson Crystal
	Just-Right Button

Dugout Material Drops

Item	Item
Prism Pepper*	Coral-Pink Thread
Thorngerine	Iron Nugget
Dinky Eggs	Fledgling Feather
Munchy Nut	Waddleduck Feather

*Advanced Foraging Techniques research required
**Ultimate Foraging Techniques research required

- **Determined Rakish Boots**
- **Gold Nugget (x3)**
- **Prism Pepper (x2)**
- **Strong Sixth Censer**
- **Gloomy Hurly Handgun**
- **Night-White Thread (x3)**



Death's Door Material Drops

Item	Item
Yaht Peas	Copper Nugget
Cosmic Peas*	Crimson Crystal
Dusk Star**	Night-White Thread**
Moongo*	Comfy Cloth
Snazzy String**	

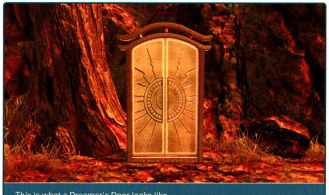
Death's Door Equipment Drops

Item	Tier	Item	Tier
Strongbox Boots	6	Shiny Long-Range Ring	4
Daredevil's Armor	6	Cryptic Close-Range Ring	4
Salamander	6	Sea Breeze Sandals	4
Ceremonial Bow	6	Autumn Mantle	4
Wizard's Bouquet	6	Sick Shooter	4
Ax of Champions	6	Backshot Bow	4
Dragon Lance	6	Evil Eye Wand	4
Redeemer's Sword	6	Gabriel's Gavel	4
Higgledy Help Pendant	5	Lizard Lance	4
Shiny Champion's Ring	5	Savior's Sword	4
Cybernetic Boots	5	Nixaway Necklace	3
Restoration Robes	5	Poised Pendant	3
Plunderbuss	5	Wide-Awake Charm	3
Composite Bow	5	Antifreeze Pendant	3
Wand of Wisdom	5	Toxaway Pendant	3
Crimson Halberd	5	Twinkly Tunic	3
Statesman's Spear	5	Ice Crystal Pistol	3
Yeti's Tooth	5	Ogre's Bow	3
Shiny Magic Muffler	4	Wizard's Posy	3
Shiny Baby Buckler	4	Crimson Ax	3
Shiny Hearty Pendant	4	Soldier's Spear	3
		Roaring Sword	3

The Secrets Behind the Dreamer's Doors

In Chapter 4-1 Evan embarks upon a journey towards the Grotty Grotto to retrieve Auntie Martha's lost rub-a-dub scrubber from the clutches of some thieving whamsters. After clearing this cavern of vermin, however, a mysterious figure appears. She introduces herself as Mileniyah, and promptly hands Evan a Dreamer's Key and sets Side Quest 002 in motion. This is a special item that lets you open the mysterious Dreamer's Doors found in caves and forests across the land.

The Dreamer's Mazes are pathways into another dimension, so it goes without saying that entering one is not without peril. Given their irregular and unpredictable nature, you really do need to prepare before diving in! This section will take a close look at these mazes and help to illuminate their darkest corners.



This is what a Dreamer's Door looks like.

Dreamer's Maze Basics

Dream Fragment Details

Door No.	Location	Fragment Color
01	Grotty Grotto	Red
02	Sundown Woods	Blue
03	Eert Grove	Emerald
04	Shrine of Pining	Yellow
05	Tidewash Cave	Orange
06	Sublime Shrine	Ocher
07	Blowtorch Cave	White
08	Crooked Cavern	Purple
09	Shivery Shrine	Black
10	Faraway Isle	—

The first thing to know is that no two Dreamer's Mazes are ever the same; not only will the arrangement of the floors change with every visit, but so will the inhabitants you'll encounter. On each floor of a Dreamer's Maze, your goal is to find another door. Upon finding one, you'll have the choice of either continuing on to the next floor, or escaping back to reality. There's no limit to how often you can enter a Dreamer's Maze.

Since the mazes are often higher in level than the surrounding areas, the potential loot you can get within them is also significantly better. You won't find any waystones while inside a maze, so saving isn't an option; this forces you to weigh the benefits of pressing on against the risk of losing it all if you die.

Always keep one eye on the Danger Gauge, shown at the top right of the screen as you progress through the maze, because each time the Danger Level rises, so too does the level of the enemies you'll face! Ignore the Danger Gauge and you can soon find yourself facing enemies much tougher than you can handle, with very few options at your disposal to help alleviate the situation. For this reason, we recommend entering these mazes with party members slightly above the minimum monster level, so you can still deal with stronger opposition if forced to.

If you make it all the way to the last floor you'll have to contend with the boss of the maze; defeating this guardian is the only way to open the final door, and claim a coveted dream fragment. Re-entering the same maze and defeating the boss a second time will not yield you another dream fragment; instead, you'll be rewarded with a piece of equipment. You'll know you're re-entering a maze that you've already cleared, because you'll see a small prompt letting you know that you already have that fragment. Collect all nine dream fragments and you can return to Mileniyah in the Goldpaw Library and have her power up the Dreamer's Key—this will make it strong enough to open the tenth and final Dreamer's Door. This final maze is home to the strongest and most fearsome enemies in the game, and you'll have to travel much deeper through varying terrain to reach the boss at the end, making it ideal for tackling after you've completed the Main Story.

As strange and hostile as the Dreamer's Mazes may seem, you won't be totally isolated within them. Sometimes you'll come across other travelers within a floor, who may or may not lend a helping hand. Some act as vendors, whereas others have the ability to raise or lower the Danger Level, sometimes for a price, and sometimes just because you talked to them. Occasionally you'll even bump into someone with a generous side, who will freely hand over a batch of pink orbs or materials!

Danger Level

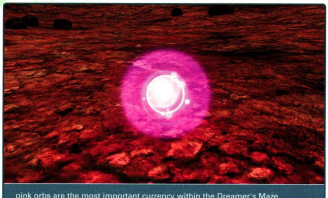
Danger Level	1	2	3	4	5	Total
Enemy Level Increase	—	+5	+5	+5	+10	+25

As mentioned before, the Danger Level bolsters the strength of enemy monsters every time it increases. It's represented by the Danger Gauge gradually filling up until it reaches 100%, at which point the Danger Level will rise, and the process will start again. You can halt this progress temporarily—in case you need to compose yourself or get your bearings—by going into your menus or talking to an NPC, but it will resume straight away once you're finished.

This establishes a risk-reward dynamic that you'll need to take into consideration when venturing through a maze. Letting the Danger Gauge rise as high as possible translates into stronger enemies with a higher chance of dropping better loot, but let it go too high and you'll be forced to flee and gain nothing.

The Danger Gauge will stop rising on the final floor of a maze, but at that point, your only means of escape will be to defeat the boss or die in the attempt. Make sure to always check the Danger Level before progressing to the final floor; if it's too high and the boss will be too strong for you, you can always leave through the door on the penultimate floor. Similarly, if you want to get the best loot possible from the boss, make sure to wait for the Danger Level to rise as high as you dare on the penultimate floor before reaching the maze's end.

Orbs



pink orbs are the most important currency within the Dreamer's Maze, so carefully consider when to use them!

Orb Research Topics

Facility Name	Topic Name	Description
Dimensional Lab	Orb-Smashing Avoidance	Avoids destroying orbs, meaning you get more pink balls in Dreamer's Mazes.
Dimensional Lab	Orb-Drop Doubler	Adds an energy to attacks that can cause Dreamer's Maze foes to drop two orbs.
Multi-Dimensional Lab	Advanced Orb-Smashing Avoidance	Totally avoids destroying orbs so you get lots more pink balls in Dreamer's Mazes.
Multi-Dimensional Lab	Advanced Orb-Drop Doubler	Influences attacks so they often cause Dreamer's Maze foes to drop two orbs.

Pink orbs are exclusive to Dreamer's Mazes, and function differently than other such balls you've gathered outside this dimension. These pink-colored orbs appear in two scenarios: either from defeating monsters, or by destroying environmental objects, such as pots scattered around the area. Collecting them is not vital to your objective of procuring dream fragments, but since pink orbs act as a currency that can lead to positive (or potentially negative!) effects, it would be unwise to completely ignore them.

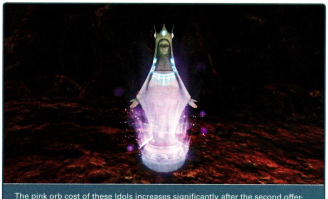
Keep in mind, however, that pink orbs can only be used in the maze that you gather them in; completing, exiting or re-entering a Dreamer's Maze always brings the total back down to nothing—so there's no reason to be a frugal spender! If you like the idea of gaining and using as many pink orbs as possible, then you may want to invest some Kingsguilders at the Dimensional Lab to complete the various research topics there to increase your yield.

Idols

One of the ways to spend your pink orbs is through offering them to Idols—doing so lowers your Danger Level by 1 with each offering. Offerings are only permitted once per statue, because the process exhausts the Idol, and will cause an increase in required pink orbs for the next Idol on subsequent floors of the same Dreamer's Maze. The cost increase does not carry over between mazes or subsequent trips into the same maze, so the first Idol in a maze will always cost you 5 orbs. Idols can even appear on the final floor of a maze, giving you one last glimpse of hope if you're about to battle a boss that is way above your level.

Idol Offering Costs

Offering No.	No. of Orbs
1	5
2	10
3	30
4	50
5	70
6	100
7	150
8	200
9	250
10	300
11+	500



The pink orb cost of these Idols increases significantly after the second offering. If you use them every time you see them in the later mazes, you'll end up unable to afford the Danger Gauge reduction when you really need it!

Dreaming of Chests

While the red chests that you encounter inside a Dreamer's Maze behave exactly the same as those found elsewhere, there are some other kinds of chests that are unique to the mazes. Blue chests in Dreamer's Mazes cannot be opened with the usual Spring Lock spell, and are instead bound with a mystical force that requires an offering of pink orbs. The items inside these chests could be anything, but the number of orbs required to open them will always be relative to that item's rarity; the higher the rarity, the more orbs will be required. Additionally, the "Foraging Technique" research topics from either of the Explorer's Guilds introduce new items to the potential loot pool from these chests, as well as from foraging points inside this dimension.

Special Floors

Special Floor Details

Effect Name	Description	Appears In
Floor of Respite	This is a rest stop where the Danger Level will not increase, there are no enemies, and there is always an Idol.	All Dreamer's Mazes
Monstrously Overcrowded!	The effect makes many more monsters materialize in each encounter on that floor.	Dreamer's Maze 2-10
Rumpus Room Detected!	A Strong Monster will be mixed in with one of the groups of monsters on this floor.	Dreamer's Maze 2-10
Laden with Treasure!	The floor will have a lot more Red Chests scattered around.	Dreamer's Maze 2-10
Guilders Galore!	Gain double the amount of Guilders from defeating monsters and picking up foraging points.	Dreamer's Maze 2-10
The Experience of a Lifetime!	Gain double the experience for defeating enemies on this floor.	Dreamer's Maze 2-10
Items Aplenty!	Doubles the rate at which monsters drop equipment.	Dreamer's Maze 2-10
Cursed Kit!	Regular enemies will only drop Cursed equipment.	Dreamer's Maze 7-10
High-Quality Kit!	Adds 2 to the Quality rating of any equipment that drops.	Dreamer's Maze 7-10
Fast-Filling Danger Gauge!	50% increase to the fill rate of the Danger Gauge.	Dreamer's Maze 4-10
Slow-Filling Danger Gauge!	Danger Gauge fills at 50% of the regular speed.	Dreamer's Maze 4-10
All Allied Attacks Are Critical!	All attacks from you and your party members will always be critical hits.	Dreamer's Maze 10
All Enemy Attacks Are Critical!	All enemy attacks will always critical hits.	Dreamer's Maze 10
All Attacks Are Critical!	All attacks will always critical hit for party members and enemies.	Dreamer's Maze 10
Fire Attacks Have No Effect!	All Fire damage attacks will be nullified. Applies to spells, abilities, and element-imbued weapons. Does not apply to enemies.	Dreamer's Maze 7-10
Water Attacks Have No Effect!	All Water damage attacks will be nullified. Applies to all sources of Water damage including element-imbued weapons and skills. Does not apply to enemies.	Dreamer's Maze 7-10
Air Attacks Have No Effect!	All Wind damage attacks will be nullified. Applies to all sources of Wind damage including weapons and skills. Does not apply to enemies.	Dreamer's Maze 7-10
Light Attacks Have No Effect!	All Light damage attacks will be nullified. Applies to all sources of Light damage including weapons and skills. Does not apply to enemies.	Dreamer's Maze 7-10
Dark Attacks Have No Effect!	All Dark damage attacks will be nullified. Applies to all sources of Dark damage including weapons and skills. Does not apply to enemies.	Dreamer's Maze 4-10
Allied Fire Attack Boost!	You and your party members gain a +50% boost to Fire damage.	Dreamer's Maze 4-10
Allied Water Attack Boost!	You and your party members gain a +50% boost to Water damage.	Dreamer's Maze 4-10
Allied Wind Attack Boost!	You and your party members gain a +50% boost to Wind damage.	Dreamer's Maze 4-10
Allied Light Attack Boost!	You and your party members gain a +50% boost to Light damage.	Dreamer's Maze 4-10
Allied Dark Attack Boost!	You and your party members gain a +50% boost to Dark damage. Applies to all sources of Dark damage.	Dreamer's Maze 4-10
Enemy Ailment Immunity!	Impossible to apply status ailments to enemies.	Dreamer's Maze 4-10

Much like the availability of Idols and treasure chests, "special floors" are another element that's highly unpredictable in Dreamer's Mazes. You'll sometimes go many floors without running into any of the special ones, or you may find them as consecutive floors. Some floors will bring you beneficial blessings, while others can make things considerably more difficult for you and turn the tide on an otherwise smooth descent. Not all floor types can appear in every maze, so it's important to plan ahead and come prepared for the worst possible outcome. Unless you've entered through the first Dreamer's Door, since no harmful special floors can appear in that maze!



The more dangerous floors require you to change the way you approach them.

Floor Layout: Forest

The Forest is dense with long grass that Higgledies and other Dreamer's Maze denizens are often hiding within; look carefully so you don't miss them. While navigating the many winding pathways and tree roots in this area, you'll frequently find yourself fenced in by cliffs with no obvious way to proceed; in these situations, you'll find smaller ledges you can jump on, allowing you to climb up the cliffs and reach the passage leading onwards.



Press ⭘ to leap up the grassy patches of this cliff face to reach the path above.

Floor Layout: Cave

These floors wind their way through the deep underground, and their paths forwards are not always apparent; occasionally you need to jump up or down to find the Dreamer's Door. Some areas may also have a large pit in the ground, and if you fall in, small ledges in the walls are the only means of escape. Be very careful of falling into this pit during combat; the height difference can make it very difficult to attack in melee range, and you may find yourself quickly overwhelmed by enemies from afar higher up the cliff face.



Use ◎ to gain a foothold on these small ledges, zig-zagging your jumps as you ascend out of pits like this.

Floor Layout: Shrine

Many of these floors can be confusing to navigate: large open areas that contain up- or downwards staircases in conjunction with a lot of optional paths. The large rooms and small corridors of these Dreamer's Maze are reminiscent of the regular shrines from the outside overworld, but enemies here also lurk within the corridors, so running between each open area is not safe here!



This impressive room is entered and exited most commonly by the stairs on the left.

Using your Senses

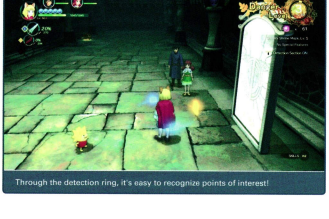
Dreamer's Maze Sixth Sense Research Topics

Facility Name	Topic Name	Description
Dimensional Lab	In-Built Idol Locator	A sixth sense that allows you to detect nearby idols in Dreamer's Mazes.
Dimensional Lab	Dreamer's Door Detector	A sixth sense that allows you to detect nearby doors in Dreamer's Mazes.
Dimensional Lab	Dimensional Treasure Tracker	A sixth sense that allows you to detect nearby chests in Dreamer's Mazes.
Multi-Dimensional Lab	Advanced In-Built Idol Locator	A sixth sense that allows you to detect even far-off idols in Dreamer's Mazes.
Multi-Dimensional Lab	Advanced Dreamer's Door Detector	A sixth sense that allows you to detect even far-off doors in Dreamer's Mazes.
Multi-Dimensional Lab	Dimensional Treasure-Tracker Mk II	A sixth sense that allows you to detect even far-off chests in Dreamer's Mazes.

You may have inferred by now that the odds inside a Dreamer's Maze are stacked against you. Another restriction you must adapt to is the unavailability of a map; paying attention to the routes you take is vital here. There are, however, a few tricks you can employ to make navigating each floor easier. For starters, there are a number of research topics which assist you in locating particular elements within a Dreamer's Maze.

Each element you've unlocked is shown in a different color on this ring: Dreamer's Doors, chests, and idols are always yellow, blue, and green respectively. The positioning and vibrancy of these icons is based on proximity, so the closer you are, the brighter they become. There's a limit to the detection ring's maximum range, however, so if the icons are not visible, then you're either too far away or have exhausted all the available Idols and chests on your current floor. Pressing the OPTIONS button enables these features, and turns the detection ring on or off.

Lastly, foraging points can be used as a way to compensate for the lack of a map. They do not regenerate once picked up, so you can easily gauge whether a path is new territory thanks to their presence.



Through the detection ring, it's easy to recognize points of interest!

Traveling Merchant



Inventory Availability	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
Dreamer's Maze 01 – Grotty Grotto	✓				✓				✓				✓			
Dreamer's Maze 02 – Sundown Woods		✓			✓				✓				✓			
Dreamer's Maze 03 – Eert Grove		✓			✓				✓				✓			
Dreamer's Maze 04 – Shrine of Pining			✓			✓				✓				✓		
Dreamer's Maze 05 – Tidewash Cave		✓				✓				✓				✓		
Dreamer's Maze 06 – Sublime Shrine				✓		✓				✓				✓		
Dreamer's Maze 07 – Blowtorch Cave			✓				✓				✓				✓	
Dreamer's Maze 08 – Crooked Cavern				✓			✓				✓				✓	
Dreamer's Maze 09 – Shivery Shrine	✓						✓				✓				✓	
Dreamer's Maze 10 – Faraway Forest	✓	✓	✓	✓				✓				✓				✓

The Traveling Merchant is one of the stranger individuals you can encounter in the Dreamer's Mazes. He can appear in any of them, but you'll never quite know what he's got up for sale until you speak to him. He has a number of different potential inventories, each with their own differing requirements for appearing.

This peculiar merchant will only sell some of his stock in specific Dreamer's Mazes, and the inventory you'll see is based on the floor you're on as well. Some of his line-ups even feature heavy discounts (of his usually inflated prices), so it's always worth checking his inventory when he pops up, just in case there's a noteworthy bargain. Refer to the tables here if you seek to buy a specific item from him.

Traveling Merchant's Shop

Inventory Lineup 01	
Sardine Sandwich	720 G
Country Corn Soup	1440 G
Om-Nom-Nomelet	2160 G
Fish Supper	3000 G
Cozy Curry	4200 G
Steak Dinner	6000 G
Crabapple Tea	600 G
Frothy Coffee	1200 G
Milkmaid's Delight	600 G
Pile o' Pancakes	1200 G
Inventory Lineup 02	
Dice Dumplings	720 G
Hot Streak Spicy Noodles	1440 G
Potluck Potsticker	2160 G
Victor's Volcano	3000 G
Meat Jackpot	4200 G
Lucky Lobster	6000 G
Peachy Player's Punch	600 G
Hot-Tip Tea	1200 G
Double-Down Dumplings	600 G
Fruits of Fortune	1200 G
Inventory Lineup 03	
Siren's Salad	720 G
Mermaid's Delight	1440 G
Medusa's Hair	2160 G
Ocean's Bounty	3000 G
Kraken's Catch	4200 G
Hydropolitan Stew	6000 G
Centaur's Blood	600 G
Zephyr Zabaglione	1200 G
Ice Cream Cornucopia	600 G
Aquarium Jelly	1200 G
Inventory Lineup 04	
Gotta-Fly Flakes	720 G
Bona Fide Fried Game	1440 G
Shot-O-Salad	2160 G
Mom's Meat Pie	3000 G
The CEO	4200 G
Executive Steak	6000 G
Good Ol' Eggnog	600 G
Rocket Fuel	1200 G
Get-Up-and-Gonuts	600 G
Big Cheese Cake	1200 G
Inventory Lineup 05	
Soreaway	120 G
Three-Leafed Soreaway	450 G
Soreaway Sweet	900 G
Sixth Censer	375 G
Strong Sixth Censer	750 G
Angel's Tear	3000 G
Venom-Be-Gone	300 G
Sleep-Be-Gone	300 G
Chill-Be Gone	300 G
Hush-Be-Gone	300 G
Confusion-Be-Gone	300 G
All-Be-Gone	750 G
Inventory Lineup 06	
Soreaway	120 G
Three-Leafed Soreaway	450 G
Four-Leafed Soreaway	750 G
Soreaway Sweet	900 G
Sixth Censer	375 G
Strong Sixth Censer	750 G
Superior Sixth Censer	1050 G
Sage's Secret	1500 G
Angel's Tear	3000 G
Savior's Tear	7500 G
Venom-Be-Gone	300 G
Sleep-Be-Gone	300 G
Chill-Be Gone	300 G
Hush-Be-Gone	300 G
Confusion-Be-Gone	300 G
All-Be-Gone	750 G
Inventory Lineup 07	
Soreaway	120 G
Three-Leafed Soreaway	450 G
Four-Leafed Soreaway	750 G
Sovereign Soreaway	1500 G
Soreaway Sweet	900 G
Sovereign Soreaway Sweet	1500 G
Sixth Censer	375 G
Strong Sixth Censer	750 G
Superior Sixth Censer	1050 G
Supreme Sixth Censer	1650 G
Sage's Secret	1500 G
Great Sage's Secret	2700 G
Angel's Tear	3000 G
Savior's Tear	7500 G
Venom-Be-Gone	300 G
Sleep-Be-Gone	300 G
Chill-Be Gone	300 G
Hush-Be-Gone	300 G
Confusion-Be-Gone	300 G
All-Be-Gone	750 G
Inventory Lineup 08	
Soreaway	120 G
Three-Leafed Soreaway	450 G
Four-Leafed Soreaway	750 G
Sovereign Soreaway	1500 G
Soreaway Sweet	900 G
Sovereign Soreaway Sweet	1500 G
Sixth Censer	375 G
Strong Sixth Censer	750 G
Superior Sixth Censer	1050 G
Supreme Sixth Censer	1650 G
Sage's Secret	1500 G
Great Sage's Secret	2700 G
Wizard King's Secret	4800 G
Angel's Tear	3000 G
Savior's Tear	7500 G
Phoenix Tear	15000 G
Venom-Be-Gone	300 G
Sleep-Be-Gone	300 G
Chill-Be Gone	300 G
Hush-Be-Gone	300 G
Confusion-Be-Gone	300 G
All-Be-Gone	750 G
One-and-All-Be-Gone	1500 G
Inventory Lineup 09 – Small Discount	
Plain Cloth	35 G
Sackcloth	56 G
Rough Cloth	35 G
Stonewashed Cloth	56 G
Wild Wool	35 G
Heartwarming Wool	56 G
Shabby Leather	35 G
Shoe Leather	56 G
Shaggy Fur	35 G
Rugged Fur	56 G
Lambkin Cotton	35 G
Gloaming Cotton	56 G
Snow-White Thread	35 G
Coral-Pink Thread	56 G
Simple String	35 G
Coarse Cord	35 G
Humble Button	35 G
Just-Right Button	56 G
Emerald Huebloom	56 G
Coral Huebloom	56 G
Iron Nugget	35 G
Copper Nugget	56 G
Clear Crystal	35 G
Verdant Crystal	56 G
Lightweight Lumber	35 G
Lumpen Lumber	56 G
Crude Sap	35 G
Earthy Sap	56 G

Mobile Shop

Base Bone	35 G
Flat Bone	56 G
Fledgling Feather	35 G
Waddleduck Feather	56 G
Ebb Tide Shell	35 G
High Tide Shell	56 G
Comely Coral	35 G
Bonsai Coral	56 G
Fresh Wonderwater	35 G
Holy Wonderwater	56 G
Inventory Lineup 10 – Small Discount	
Heavy-Duty Cloth	98 G
Quality Cloth	140 G
Comfy Cloth	98 G
Cozy Cloth	140 G
Hardwearing Wool	98 G
Snuggly Wool	140 G
Dark and Scaly Leather	98 G
Dark and Stormy Leather	140 G
Fierce Fur	98 G
Fearless Fur	140 G
Greenglade Cotton	98 G
Cloudhaze Cotton	140 G
Lemon-Yellow Thread	98 G
Slate-Grey Thread	140 G
Smart String	98 G
Pretty Ribbon	140 G
Bright Button	98 G
Bully Button	140 G
Ruby Huebloom	56 G
Sapphire Huebloom	56 G
Silver Nugget	98 G
Steely Nugget	140 G
Crimson Crystal	98 G
Milky Crystal	140 G
Solid Lumber	98 G
Coarse-Grained Lumber	140 G
Grassy Sap	98 G
Sour Sap	140 G
Sturdy Bone	98 G
Spiky Bone	140 G
Polyparrot Feather	98 G
Candy-Owl Feather	140 G
Waveskipper Shell	98 G
Waveskater Shell	140 G
Briar Coral	98 G
Pincushion Coral	140 G
Babbling Wonderwater	98 G
Oasis Wonderwater	140 G
Inventory Lineup 11 – Small Discount	
Cool Cloth	245 G
Seraphic Silk	420 G
Fluffy Cloth	245 G
Footman's Brocade	420 G
Lovely Wool	245 G
Ponderwool	420 G
Knobbly Leather	245 G
Gnarly Leather	420 G
Fine Fur	245 G
Flowing Fur	420 G
Raincloud Cotton	245 G
Frostyfluff Cotton	420 G
Grass-Green Thread	245 G
Sea-Blue Thread	420 G
Stylish String	420 G
Chic Ribbon	420 G
Spring Bloom Button	245 G
Summer Meadow Button	420 G
Citrine Huebloom	56 G
Amethyst Huebloom	420 G
Gold Nugget	245 G
Tranquilium Nugget	420 G
Dark Crystal	245 G
Forest Crystal Cluster	420 G
Fine-Grained Lumber	245 G
Jolly Lumber	420 G
Scented Sap	245 G
Scentless Sap	420 G
Twisty Bone	245 G
Giant Ribcage	420 G
Cloud Crow Feather	245 G
Slumbergull Feather	420 G
Whirlpool Shell	245 G
Maelstrom Shell	420 G
Jade Coral	245 G
Amber Coral	420 G
Simmering Wonderwater	245 G
Shivering Wonderwater	420 G
Inventory Lineup 12	
Spectral Silk	2000 G
Spritefire Silk	3000 G
Knight's Brocade	2000 G
Rook's Brocade	3000 G
Witch's Wool	2000 G
Pure Wool	3000 G
Wild Leather	2000 G
Savage Leather	3000 G
Super-Cool Fur	2000 G
Super-Hot Fur	3000 G
Cuddlywarm Cotton	2000 G
Woebegone Cotton	3000 G
Fir-Green Thread	2000 G
Night-White Thread	3000 G
Snazzy String	3000 G
Hip Ribbon	3000 G
Autumn Haze Button	2000 G
Winter Moon Button	3000 G
Smoky Quartz Huebloom	1200 G
Diamond Huebloom	3000 G
Somnium Nugget	2000 G
Nocturnium Nugget	3000 G
Inferno Crystal Cluster	2000 G
Glacier Crystal Cluster	3000 G
Grumpy Lumber	2000 G
Gloomy Lumber	3000 G
Sweet Sap	2000 G
Inky Sap	3000 G
Delicate Wing Bones	2000 G
Forked Tail Bone	3000 G
Arrowhawk Feather	2000 G
Bolt Eagle Feather	3000 G
Littlehorn Shell	2000 G
Bighorn Shell	3000 G
Hosepipe Coral	2000 G
Drainpipe Coral	3000 G
Hellish Wonderwater	2000 G
Heavenly Wonderwater	3000 G
Inventory Lineup 13 – Huge Discount!	
Soreaway	25 G
Sixth Censer	100 G
Venom-Be-Gone	50 G
Sleep-Be-Gone	50 G
Chill-Be Gone	50 G
Hush-Be-Gone	50 G
Confusion-Be-Gone	50 G
Hearty Wheat	25 G
Mellowfat Peas	25 G
Sun-Kissed Tomato	40 G
Arrowhead Carrot	40 G
Crybaby Onion	25 G
Thorngerine	40 G
Swirly Apple	25 G
Lean Meat	40 G
Middling Meat	70 G
Coy Carp	40 G
Flexible Fish	100 G
Swayweed	40 G
Glam Clams	25 G
Single Cream	70 G
Good Egg	25 G
Dinky Eggs	40 G
Mock Toadstool	25 G
Toadstool	25 G
Stinky Boss's Boots	260 G
Inventory Lineup 14 – Huge Savings!	
Soreaway	25 G
Three-Leafed Soreaway	75 G
Soreaway Sweet	125 G
Sixth Censer	100 G
Strong Sixth Censer	200 G
Angel's Tear	500 G
Venom-Be-Gone	50 G
Sleep-Be-Gone	50 G
Chill-Be Gone	50 G
Hush-Be-Gone	50 G
Confusion-Be-Gone	50 G
Jinglewheat	40 G
Brazen Beans	70 G
Rugged Spud	100 G
Classic Cabbage	40 G
Bananza	40 G
Good-Time Grapes	70 G
Awwberries	70 G
Bony Bits	70 G
Brawny Meat	300 G
Frilly Fish	100 G
Wriggly Eel	100 G
Seasilk	100 G
Splendid Squid	175 G
Churned Butter	70 G
Jazz Egg	70 G
Uptown Egg	70 G
Cobbler's Nails	40 G
Gunkshrooms	40 G
Stinky Sea Breeze Sandals	970 G
Inventory Lineup 15 – Huge Discount!	
Soreaway	25 G
Three-Leafed Soreaway	75 G
Four-Leafed Soreaway	165 G
Soreaway Sweet	125 G
Sixth Censer	100 G
Strong Sixth Censer	200 G
Superior Sixth Censer	300 G
Sage's Secret	400 G
Angel's Tear	500 G
Savior's Tear	1000 G
All-Be-Gone	200 G
Blossomwheat	100 G
Yaht Peas	70 G
Radiant Radish	175 G
Loonycorn	300 G
Quiltaloupe	300 G
Blushing Peach	300 G
Mystery Meat	300 G
Tender Tripe	175 G
Cuttyfish	175 G
Swish Fish	300 G
Swellfish	70 G
Scarlwinkle	175 G
Fresh Milk	70 G
Bad Egg	100 G
Lesser-Spotted Egg	100 G
Moonbeam Mushrooms	70 G
Bluesky Buttontops	100 G
Stinky Strongbox Boots	2950 G
Inventory Lineups 16 – Huge Discount!	
Soreaway	25 G
Three-Leafed Soreaway	75 G
Four-Leafed Soreaway	165 G
Sovereign Soreaway	350 G
Soreaway Sweet	125 G
Sovereign Soreaway Sweet	1000 G
Sixth Censer	100 G
Strong Sixth Censer	200 G
Superior Sixth Censer	300 G
Supreme Sixth Censer	500 G
Sage's Secret	400 G
Great Sage's Secret	700 G
Angel's Tear	500 G
Savior's Tear	1000 G
All-Be-Gone	200 G
One-and-All-Be-Gone	500 G
Lilywheat	300 G
Cosmic Peas	500 G
Prism Pepper	500 G
Beaubergine	300 G
Moongo	750 G
Rhino Pineapple	500 G
Chunky Meat	100 G
Lardons	300 G
Devilish Fish	300 G
Blimpfish	500 G
Sockotopus	300 G
Wee Urchins	1000 G
Creamy Cheese	70 G
Thick Yogurt	70 G
Amiable Egg	175 G
Egg Shell	300 G
Grandad's Chair	175 G
Cutesy Pops	300 G

Other Denizens of the Mazes

Despite being largely populated by gruesome monstrosities, Dreamer's Mazes are still home to a few resourceful individuals. These NPCs either bestow benefits on passers-by, sometimes with extra stipulations or costs, or thwart those courageous or desperate enough to approach them. Much like other elements of the Dreamer's Mazes, they show themselves entirely at random, so what follows here is a list of people that you're by no means guaranteed to meet.

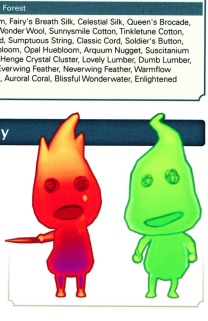
Excitable Higgledy

It seems there are higgledies brave enough to venture through Dreamer's Doors. Even here their inherent benevolence shines through, as they always reward you with an item if you talk to them. Sometimes these items are highly valuable, so keep your eyes peeled, because multiple higgledies can potentially occupy the same floor!

Excitable Higgledy
Dreamer's Maze 01 - Grotty Grotto – Dreamer's Maze 03 - Eert Grove
Clear Prisms, Red Prisms, Green Prisms, Blue Prisms, Quality Cloth, Cozy Cloth, Snuggly Wool, Cloudhaze Cotton, Slate-Grey Thread, Smart String, Bully Button, Sapphire Huebloom, Steely Nugget, Milky Crystal, Coarse-Grained Lumber, Sour Sap, Candy-Owl Feather, Waveskater Shell, Pincushion Coral, Oasis Wonderwater
Dreamer's Maze 04 - Shrine of Pining – Dreamer's Maze 06 - Sublime Shrine
Ice Prism, Sunset Prism, Seraphic Silk, Footman's Brocade, Ponderwool, Frostyfluff Cotton, Sea-Blue Thread, Chic Ribbon, Summer Meadow Button, Amethyst Huebloom, Tranquilium Nugget, Forest Crystal Cluster, Jolly Lumber, Scentless Sap, Slumbergull Feather, Maelstrom Shell, Amber Coral, Shivering Wonderwater
Dreamer's Maze 07 - Blowtorch Cave – Dreamer's Maze 09 - Shivery Shrine
Enigma Prism, Dream Prism, Spritefire Silk, Rook's Brocade, Pure Wool, Woebegone Cotton, Night-White Thread, Snazzy String, Winter Moon Button, Diamond Huebloom, Nocturnium Nugget, Glacier Crystal Cluster, Gloomy Lumber, Inky Sap, Bolt Eagle Feather, Taphorn Shell, Drainpipe Coral, Heavenly Wonderwater
Dreamer's Maze 10 - Faraway Forest
Nightmare Prism, Polestar Prism, Fairy's Breath Silk, Celestial Silk, Queen's Brocade, King's Brocade, Impure Wool, Wonder Wool, Sunnysmile Cotton, Tinkletune Cotton, Sunset Thread, Moonrise Thread, Sumptuous String, Classic Cord, Soldier's Button, Champion's Button, Onyx Huebloom, Opal Huebloom, Arquium Nugget, Suscitanium Nugget, Storm Crystal Cluster, Henge Crystal Cluster, Lovely Lumber, Dumb Lumber, Aromatic Sap, Ambrosial Sap, Everving Feather, Neverving Feather, Warmflow Shell, Iceflow Shell, Electricoral, Auroral Coral, Blissful Wonderwater, Enlightened Wonderwater

Happy Higgledy

This second type of Dreamer's Maze higgledy will be so delighted to see you it'll hand over all the pink orbs in its possession. The total amount varies, but you can get up to 10 pink orbs from these cheerful chums when approached!



Extremely Generous Man



This is a man who lives up to his moniker; he is indeed extremely generous! Upon talking to him, he offers you a random item free of charge, if you're willing to accept it. If you decline his initial gesture, however, you will no longer be able to receive whatever you would've otherwise acquired.

Extremely Generous Man
Dreamer's Maze 01 - Grotty Grotto – Dreamer's Maze 03 - Eert Grove
Sleep-Be-Gone, Confusion-Be-Gone, Venom-Be-Gone, Sixth Censer, Shaggy Fur, Rugged Fur, Fierce Fur, Shabby Leather, Shoe Leather, Dark and Scaly Leather
Dreamer's Maze 04 - Shrine of Pining – Dreamer's Maze 06 - Sublime Shrine
Sleep-Be-Gone, Chill-Be Gone, Hush-Be-Gone, Strong Sixth Censer, Fearless Fur, Fine Fur, Flowing Fur, Dark and Stormy Leather, Knobbly Leather, Gnarly Leather
Dreamer's Maze 07 - Blowtorch Cave – Dreamer's Maze 09 - Shivery Shrine
Hush-Be-Gone, Confusion-Be-Gone, Venom-Be-Gone, Superior Sixth Censer, Soreaway Sweet, Sage's Secret, Super-Cool Fur, Super-Hot Fur, Wild Leather, Savage Leather
Dreamer's Maze 10 - Faraway Forest
Confusion-Be-Gone, Sleep-Be-Gone, Chill-Be Gone, Sovereign Soreaway Sweet, Supreme Sixth Censer, Great Sage's Secret, Super-Hot Fur, Hellish Fur, Savage Leather, Sparkly Leather



The only penalty to saying no to the Extremely Generous Man's offer is missing out on his gift, so you may as well take it!

Flawless Fortune Teller



The Flawless Fortune Teller shares words of advice about what lies ahead, provided you fork over 5000 Guilders. Paying him this fee will guarantee that the next floor will be a special floor, which is selected randomly from a small group of potential floor types. Although he doesn't outright state what you'll be dealing with next, his description is usually packed with enough clues to be useful. Decline his offer, however, and you'll be unable to take him up on it later by talking to him again.

Potential Special Floors
Monstrously Overcrowded!
Rumpus Room Detected!
Laden with Treasure!
Guilders Galore!
The Experience of a Lifetime!
Fast-Filling Danger Gauge!

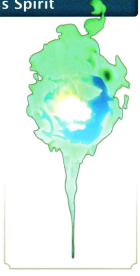
Kindly Llapaca



This fluffy animal can be difficult to spot on some floor types, but if you manage to find it, and have researched the "Nature's Tongue" spell at the Evermore Spellworks, you'll be rewarded. It has acquired a large number of meat and dairy products through foraging; speak with it and it will gladly hand one of them over to you.

Kindly Llapaca
Dreamer's Maze 01 - Grotty Grotto – Dreamer's Maze 03 - Eert Grove
Fresh Milk, Single Cream, Lean Meat, Middling Meat
Dreamer's Maze 04 - Shrine of Pining – Dreamer's Maze 06 - Sublime Shrine
Creamy Cheese, Churned Butter, Thick Yogurt, Mystery Meat, Tender Tripe, Chunky Meat
Dreamer's Maze 07 - Blowtorch Cave – Dreamer's Maze 09 - Shivery Shrine
Fresh Milk, Creamy Cheese, Churned Butter, Single Cream, Thick Yogurt, Lean Meat, Middling Meat, Bony Bits, Brawny Meat, Mystery Meat
Dreamer's Maze 10 - Faraway Forest
Whole Milk, Mature Cheese, Better Butter, Quadruple Cream, Scrumptious Yogurt, Gamey Meat, Tender Tripe, Chunky Meat, Lardons, Melt-in-the-Mouth Meat

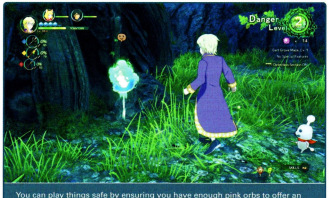
Hateful Ghost & Restless Spirit



If you wish to speak with either of these spirits you will first need to research the "Specific Spell Development: Spirit Medium" topic at the Evermore Spellworks. The Hateful Ghost will raise your Danger Level by 1 as soon as you talk to it, and since you can't tell it apart from the Restless Spirit, you'll have to decide whether or not you think the gamble is worth it.

The Restless Spirit is the counterpart to the Hateful Ghost. Speaking with this benevolent ghost won't have any negative effects, and on the contrary will grant you one item each time it's encountered on a given floor. As with the Hateful Spirit, you'll need to have completed the Spirit Medium research to be able to talk to this spirit.

Restless Spirit
Dreamer's Maze 01 - Grotty Grotto – Dreamer's Maze 03 - Eert Grove
Angel's Tear, All-Be-Gone, Clear Prisms, Red Prisms, Base Bone, Flat Bone, Sturdy Bone, Fresh Wonderwater, Holy Wonderwater, Babbling Wonderwater
Dreamer's Maze 04 - Shrine of Pining – Dreamer's Maze 06 - Sublime Shrine
Angel's Tear, All-Be-Gone, Green Prisms, Blue Prisms, Spiky Bone, Twisty Bone, Giant Ribcage, Oasis Wonderwater, Simmering Wonderwater, Shivering Wonderwater
Dreamer's Maze 07 - Blowtorch Cave – Dreamer's Maze 09 - Shivery Shrine
Savior's Tear, All-Be-Gone, Clear Prisms, Red Prisms, Green Prisms, Blue Prisms, Delicate Wing Bones, Forked Tail Bone, Hellish Wonderwater, Heavenly Wonderwater
Dreamer's Maze 10 - Faraway Forest
Savior's Tear, All-Be-Gone, Ice Prism, Sunset Prism, Enigma Prism, Dream Prism, Nightmare Prism, Forked Tail Bone, Sturdy Jawbone, Hellish Wonderwater



You can play things safe by ensuring you have enough pink orbs to offer an Idol before taking this ghostly gamble!

Little Girl



How does a little girl remain unscathed in the Dreamer's Mazes? By being the apprentice of someone who taught her magic! Talking to her grants you a 90% chance of diminishing your Danger Gauge by 30%, but there's a 10% chance that she'll fail her spell and accidentally increase it by 100%. If you mistakenly decline the little girl's offer, you can still request her to cast her spell.

Orb-Loving Lady



A red-haired Hydropolitan girl has ventured into the Dreamer's Mazes as well, looking to dispense pink orbs to any fellow travelers. She consistently provides 10 of them at the expense of bumping up your Danger Gauge by 30%. This is a one-time offer for a given floor, you may decline it if you wish to accept it later, and you can even take advantage of this occasion at max Danger Level.

Lord of the Orbs



The self-proclaimed Lord of the Orbs has a keen eye for pink orbs. Stumble upon him while exploring a Dreamer's Maze and you can invest any orbs you've collected for a chance at multiplied returns the next time you meet. If you choose to make an investment with the Lord of Orbs, he will always show up on the next available floor to discuss your returns. Since he cannot show up on boss or special floors, however, make sure there's enough potential floors left in the maze you're in for there to be a good chance of running into him again. Regardless of how many orbs you choose to invest with him, you'll have a 10% chance of receiving 50% less orbs, a 60% chance of getting 20% more orbs, and a 30% chance of getting 100% more orbs.

Orb Return Rate

Orbs Invested	Orbs Received
10	5, 12 or 20
50	25, 60 or 100
100	50, 120 or 200



Handing over your precious pink orbs to the self-proclaimed Lord of the Orbs is a bit of a gamble, but the odds are stacked in your favor!

Man With an Appetite



Regardless of finding himself inside a Dreamer's Maze, the Man With an Appetite still retains his gluttonous personality. Locate the fit-looking Hydropolitan and he'll express a penchant for a random food item, for which you'll be given a variable amount of pink orbs in exchange. If you choose not to hand over a delicacy, you can still talk to him again afterwards.

Man with a Question to Ask

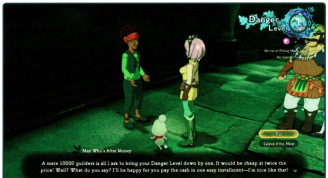


A rather inquisitive person, there's more to the Man with a Question to Ask than meets the eye. When confronted, he'll ask you whether or not you trust in fate and by answering "yes," the Danger Gauge will either be raised or lowered by approximately 60%. This can only occur once for each floor you find him in, and nothing will happen if you reply with "no."

Man Who's After Money



Another figure capable of manipulating the Danger Gauge; the Man Who's After Money can lower the Danger Level of a Dreamer's Maze by 1, provided you have 10000 Guilders to spare. It is a trick he can only perform once per floor each time you find him.



He drives a hard bargain, but the Man Who's After Money can potentially save your life if your current situation is looking dire!

Man Who Hates Uncertainty



If nothing else, the Man Who Hates Uncertainty is reliable in how he affects an element of the Dreamer's Mazes. After talking to him, he will 'certainly' raise your Danger Gauge if you want him to; granting him permission to do this merely reaches the next Danger Level, rather than adding a whole level's worth to the Gauge. If you intend to garner the most benefit from this trait, wait until after the next Danger Level has just begun. Declining his offer reveals it to be a one-time deal per floor.

Materialistic Man



The Materialistic Man is a grimalkin merchant who is in the possession of various rare materials. He only provides one such item each time you find him on a floor, and he only requests 10 pink orbs in return for it. You're also allowed to decline his offer and come back later; handy for when you're short a few pink orbs!

Materialistic Man

Dreamer's Maze 01 - Grotty Grotto – Dreamer's Maze 03 - Eert Grove

Sackcloth, Heavy-Duty Cloth, Stonewashed Cloth, Comfy Cloth, Heartwarming Wool, Hardwearing Wool, Gloaming Cotton, Greenglade Cotton, Coral-Pink Thread, Lemon-Yellow Thread, Simple String, Coarse Cord, Just-Right Button, Bright Button, Ruby Huebloom, Emerald Huebloom, Coral Huebloom, Copper Nugget, Silver Nugget, Verdant Crystal, Crimson Crystal, Lumpen Lumber, Solid Lumber, Earthy Sap, Grassy Sap, Waddleduck Feather, Polyperot Feather, High Tide Shell, Waveskiper Shell, Bonsai Coral, Briar Coral, Holy Wonderwater, Babbling Wonderwater

Dreamer's Maze 04 - Shrine of Pining – Dreamer's Maze 06 - Sublime Shrine

Quality Cloth, Cool Cloth, Cozy Cloth, Fluffy Cloth, Snuggly Wool, Lovely Wool, Cloudhaze Cotton, Raincloud Cotton, Slate-Grey Thread, Grass-Green Thread, Smart String, Pretty Ribbon, Bully Button, Spring Bloom Button, Sapphire Huebloom, Citrine Huebloom, Gold Nugget, Steely Nugget, Milky Crystal, Dark Crystal, Coarse-Grained Lumber, Fine-Grained Lumber, Sour Sap, Scented Sap, Candy-Owl Feather, Cloud Crow Feather, Waveskater Shell, Whirlpool Shell, Pincushion Coral, Jade Coral, Oasis Wonderwater, Simmering Wonderwater

Dreamer's Maze 07 - Blowtorch Cave – Dreamer's Maze 09 - Shivery Shrine

Seraphic Silk, Spectral Silk, Footman's Brocade, Knight's Brocade, Ponderwool, Witch's Wool, Frostyfluff Cotton, Cuddlywarm Cotton, Sea-Blue Thread, Fir-Green Thread, Stylish String, Chic Ribbon, Summer Meadow Button, Autumn Haze Button, Amethyst Huebloom, Smoky Quartz Huebloom, Tranquilium Nugget, Somnium Nugget, Forest Crystal Cluster, Inferno Crystal Cluster, Jolly Lumber, Grumpy Lumber, Soentless Sap, Sweet Sap, Slumbergull Feather, Arrowhawk Feather, Maelstrom Shell, Littlehorn Shell, Amber Coral, Hosepipe Coral, Shivering Wonderwater, Hellish Wonderwater

Dreamer's Maze 10 - Faraway Forest

Spritefire Silk, Fairy's Breath Silk, Rook's Brocade, Queen's Brocade, Pure Wool, Impure Wool, Woebegone Cotton, Sunnysmile Cotton, Night-White Thread, Sunset Thread, Snazzy String, Hip Ribbon, Winter Moon Button, Soldier's Button, Diamond Huebloom, Onyx Huebloom, Nocturnium Nugget, Arquum Nugget, Glacier Crystal Cluster, Storm Crystal Cluster, Gloomy Lumber, Lovely Lumber, Inky Sap, Aromatic Sap, Bolt Eagle Feather, Everwing Feather, Bighorn Shell, Warmflow Shell, Drainpipe Coral, Electricoral, Heavenly Wonderwater, Blissful Wonderwater



Accept the Man Who Hates Uncertainty's offer when you want to live dangerously!

Mister Reset



Mister Reset is one of the more valuable NPCs you could run into when navigating a Dreamer's Maze. He accurately embodies his chosen alias, in that he defaults your Danger Gauge back to Danger Level 1 no matter its current status, at the expense of all your current pink orbs. Choose wisely before deciding on which option to take, because he'll only offer this substantial benefit once, and if you decline, he will not offer it again until you encounter him on another floor.

Mr. Salvesweat



Oddly enough, inside the Dreamer's Mazes there exists a rotund man whose sweat has gained restorative properties! Mr. Salvesweat slathers his secreted fluids onto any wanderer who dares agree to such a proposition, restoring your party's HP back to full for absolutely free. This can only be done once per floor.



He might not present the most appealing of propositions, but you should always speak with this unconventional healer whenever you cross paths with him!

Woman Harvesting Herbs



If Mr. Salvesweat is too unhygienic for your liking, then the Woman Harvesting Herbs may serve as a more acceptable alternative. She too demands no payment of any kind and will give you a random healing item every time you encounter her.

Woman Harvesting Herbs
Dreamer's Maze 01 - Grotty Grotto – Dreamer's Maze 03 - Eert Grove
Three-Leafed Soreaway, Soreaway
Dreamer's Maze 04 - Shrine of Pining – Dreamer's Maze 06 - Sublime Shrine
Four-Leafed Soreaway, Three-Leafed Soreaway, Soreaway
Dreamer's Maze 07 - Blowtorch Cave – Dreamer's Maze 09 - Shivery Shrine
Sovereign Soreaway, Four-Leafed Soreaway, Three-Leafed Soreaway, Soreaway
Dreamer's Maze 10 - Faraway Forest
Sovereign Soreaway, Four-Leafed Soreaway, Three-Leafed Soreaway

Woman With an Offer



Meeting the Woman With an Offer provides you with a dilemma: choose between a red box and a blue box. You'll need to pay 5000 Guilders to obtain the box of your choice, and regardless of which box you pick you'll have a 50% chance of either getting 30 pink orbs or 5 Pebbles. Once you've purchased one of these boxes, you are not allowed to buy the other, although you may return at a later time if you've initially declined the offer.



If you're in immediate need of some pink orbs, consider handing over some of your Guilders to this woman in red!

Dreamer's Door 01 – Grotty Grotto



Floor Layout
Cave
No. of Floors
3
Min enemy Lv.
16-20
Max enemy Lv.
41-45
Dream Fragment
Red
Access Requirements
None
Recommended During
Chapter 4-1

Boss: Mossy Monument

Affinity: Stun Res.: High

Stats	Lv.						HP
Danger Lv. 1	21	195	195	195	195	195	10377
Danger Lv. 2	26	233	233	233	233	233	12596
Danger Lv. 3	31	272	272	272	272	272	14816
Danger Lv. 4	36	311	311	311	311	311	17035
Danger Lv. 5	46	388	388	388	388	388	21474

Elemental Resistances					
	-30%	0%	0%	50%	0%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	20%	50%	100%	50%	50%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408

Dreamer's Door 02 – Sundown Woods



Floor Layout
Forest
No. of Floors
4
Min enemy Lv.
20-24
Max enemy Lv.
45-49
Dream Fragment
Blue
Access Requirements
None
Recommended During
Chapter 4-3

Boss: Thogg

Affinity: Stun Res.: High

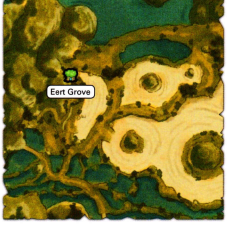
Stats	Lv.						HP
Danger Lv. 1	25	271	226	226	188	188	20660
Danger Lv. 2	30	317	264	264	220	220	24433
Danger Lv. 3	35	364	303	303	252	252	28206
Danger Lv. 4	40	410	342	342	284	284	31979
Danger Lv. 5	50	504	420	420	349	349	39525

Elemental Resistances					
	10%	10%	10%	10%	-20%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	35%	35%	35%	35%	35%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408

Dreamer's Door 03 – Eert Grove



Floor Layout
Forest
No. of Floors
6
Min enemy Lv.
25-29
Max enemy Lv.
50-54
Dream Fragment
Emerald
Access Requirements
None
Recommended During
Chapter 5-1

Boss: Crystal Crypt

Affinity: Stun Res.: High

Stats	Lv.						HP
Danger Lv. 1	30	264	264	317	264	264	14372
Danger Lv. 2	35	303	303	364	303	303	16591
Danger Lv. 3	40	342	342	410	342	342	18811
Danger Lv. 4	45	381	381	457	381	381	21030
Danger Lv. 5	55	458	458	550	458	458	25469

Elemental Resistances					
	0%	0%	0%	-30%	40%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	50%	20%	50%	0%	50%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408

Dreamer's Door 04 – Shrine of Pining

Boss: Brillianticore

Affinity  Stun Res. **High**

Stats	Lv.						HP
Danger Lv. 1	35	425	303	516	303	303	23228
Danger Lv. 2	40	479	342	582	342	342	26335
Danger Lv. 3	45	533	381	648	381	381	29442
Danger Lv. 4	50	588	420	714	420	420	32550
Danger Lv. 5	60	696	497	845	497	497	38764

Elemental Resistances					
	-30%	0%	20%	20%	-30%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	50%	50%	50%	50%	50%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	60	100	140	200	240	300	340

Floor Layout
Shrine
No. of Floors
7
Min enemy Lv.
30-34
Max enemy Lv.
55-59
Dream Fragment
Yellow
Access Requirements
Boat
Recommended During
Chapter 5-2



Dreamer's Door 05 – Tidewash Cave

Boss: Jelly Queen

Affinity  Stun Res. **High**

Stats	Lv.						HP
Danger Lv. 1	40	342	342	342	342	342	18811
Danger Lv. 2	45	381	381	381	381	381	21030
Danger Lv. 3	50	420	420	420	420	420	23250
Danger Lv. 4	55	458	458	458	458	458	25469
Danger Lv. 5	65	536	536	536	536	536	29908

Elemental Resistances					
	0%	40%	-20%	0%	0%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	100%	100%	70%	100%	70%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	90	150	210	300	360	450	510

Floor Layout
Cave
No. of Floors
8
Min enemy Lv.
35-39
Max enemy Lv.
60-64
Dream Fragment
Orange
Access Requirements
Boat (with Jump)
Recommended During
Chapter 6-1



Dreamer's Door 06 – Sublime Shrine

Boss: Incineraptor

Affinity  Stun Res. **High**

Stats	Lv.						HP
Danger Lv. 1	47	555	396	555	396	396	37261
Danger Lv. 2	52	609	435	609	435	435	41034
Danger Lv. 3	57	663	474	663	474	474	44807
Danger Lv. 4	62	718	513	718	513	513	48580
Danger Lv. 5	72	826	590	829	590	590	56126

Elemental Resistances					
	40%	-40%	0%	0%	0%

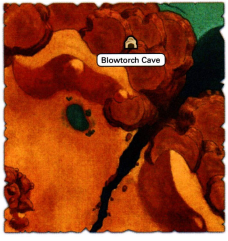
Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	50%	100%	50%	50%	50%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	—	—	—	—	—	—	—

Floor Layout
Shrine
No. of Floors
10
Min enemy Lv.
41-45
Max enemy Lv.
66-70
Dream Fragment
Green
Access Requirements
Boat (with Jump)
Recommended During
Chapter 8-1



Dreamer's Door 07 – Blowtorch Cave



Floor Layout
Cave
No. of Floors
15
Min enemy Lv.
50-54
Max enemy Lv.
75-79
Dream Fragment
White
Access Requirements
Airship
Recommended During
Chapter 9-2

Boss: Zagg

Affinity: Fire | Stun Res.: High

Stats	Lv.	Slash	Pierce	Strike	Fire	Ice	HP
Danger Lv. 1	52	522	435	522	362	362	41034
Danger Lv. 2	57	569	474	569	394	394	44807
Danger Lv. 3	62	615	513	615	427	427	48580
Danger Lv. 4	67	662	551	662	459	459	52353
Danger Lv. 5	77	755	629	755	523	523	59898

Elemental Resistances	Fire	Ice	Elec	Wind	Quake
	-30%	10%	40%	10%	10%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	50%	50%	50%	50%	50%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408

Dreamer's Door 08 – Crooked Cavern



Floor Layout
Cave
No. of Floors
13
Min enemy Lv.
46-50
Max enemy Lv.
71-75
Dream Fragment
Purple
Access Requirements
Airship
Recommended During
Chapter 9-2

Boss: Porchestrator

Affinity: Fire | Stun Res.: High

Stats	Lv.	Slash	Pierce	Strike	Fire	Ice	HP
Danger Lv. 1	55	642	458	458	458	327	30563
Danger Lv. 2	60	696	497	497	497	355	33226
Danger Lv. 3	65	750	536	536	536	382	35889
Danger Lv. 4	70	805	575	575	575	410	38553
Danger Lv. 5	80	913	652	652	652	465	43879

Elemental Resistances	Fire	Ice	Elec	Wind	Quake
	10%	10%	10%	10%	-30%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	80%	80%	80%	80%	80%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408

Dreamer's Door 09 – Shivery Shrine



Floor Layout
Shrine
No. of Floors
18
Min enemy Lv.
53-57
Max enemy Lv.
78-82
Dream Fragment
Black
Access Requirements
Boat (with Jump) and Defeating Doombo
Recommended During
Chapter 9-2

Boss: BL-Iterator

Affinity: Fire | Stun Res.: High

Stats	Lv.	Slash	Pierce	Strike	Fire	Ice	HP
Danger Lv. 1	59	489	489	489	489	349	38142
Danger Lv. 2	64	528	528	528	528	377	41250
Danger Lv. 3	69	567	567	567	567	405	44357
Danger Lv. 4	74	606	606	606	606	432	47464
Danger Lv. 5	84	683	683	683	683	488	53678

Elemental Resistances	Fire	Ice	Elec	Wind	Quake
	20%	0%	-20%	20%	20%

Status Resistances	Poison	Freeze	Sleep	Confuse	Petrify
	100%	50%	100%	100%	100%

Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	63	105	147	210	252	315	357

Dreamer's Door 10 – Faraway Forest Cave

Boss: Thwomp

Affinity: Stun Res. High

Stats	Lv.						HP
Danger Lv. 1	95	1845	1537	1883	704	640	103738
Danger Lv. 2	100	1938	1615	1979	740	672	109065
Danger Lv. 3	105	2031	1693	2074	775	704	114391
Danger Lv. 4	110	2124	1770	2169	811	737	119718
Danger Lv. 5	120	2310	1925	2359	882	801	130371
Elemental Resistances							
	40%		0%	40%	40%		40%
Status Resistances	Poison		Freeze	Sleep	Confuse		Petrify
	70%		100%	70%	70%		70%
Charge Break Values	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7
	72	120	168	240	288	360	408

Floor Layout
Mixed
No. of Floors
30
Min enemy Lv.
61-94
Max enemy Lv.
86-124
Completion Reward
Random Equipment
Access Requirements
Airship and Enhanced Dreamer's Key
Recommended During
After Attaining a "Completed Game Save" File



The Faraway Forest Cave is the ultimate Dreamer's Door. It's tucked away within the Faraway Forest, which is located on Faraway Isle and accessible only with the help of your airship. This sealed door can only be unlocked after concluding Side Quest 002 and its floors can contain any of the environments found in Dreamer's Doors 1 - 9. Items you'll receive here change based on the layout and the floor you reach inside.

This Dreamer's Maze is the main source of the materials needed to craft the final tiers of equipment at the Evermore Outfitters and Evermore Weapon Workshop. It's also a great source of the materials required for Side Quests 171 to 175. Furthermore, the high-level monsters here are great if you're looking to level up to take on Tainted Monsters 51 to 60. Be careful, however: all of these powerful rewards will be lost if your party is defeated.

Start out by focusing on short trips inside, so you can incrementally gather resources and defeat monsters for gear. Exit once the enemies become too formidable, so you can keep your new equipment, items, and experience; this enables you to build up your power without being set back and having to restart from scratch.

Following the gains from each trip, you can craft new equipment in the kingdom, restock, and prepare for your next delve. The equipment you receive from defeating the first 50 Tainted Monsters will be invaluable for your first forays, and as you become stronger, you can defeat the next 10 Tainted Monsters one-by-one to bolster your party further. Eventually you'll be capable of delving into the deepest floors to conquer the final boss, Thwomp, thus completing the most difficult Dreamer's Maze in Ni No Kuni II.

Possible Rewards

Astra
Baleful Baton
Baneboost Necklace
Blightwing Bow
Brightwing Bow
Cad's Cannon
Charm-Charger
Coat of Clarity
Ermine Robes
Extra-Lucky Locket
Geomancer's Shoes
Goldpounder
Infernal Mail
Kaleidospear
Longshank
Master Blaster
Meteor Mallet
Nebula Sword
Primordial Sword
Pyramid Beam
Quickfire Ring
Sacrificial Bow
Sainted Sabatons
Seraph's Staff
Slippery Pendant
Soulbreaker
Sovereign Sword
Teraton Trasher
Unbreakable Necklace
Warrior's Little Helper
Wizard's Little Helper

Area Equipment Drops

Blackwing Bow
Bloody Brand
Cherub's Scepter
Direarm
Fish Fork
Frontier Flintlock
Gaudy Galoshes
Heretic's Robes
High-Heel Pendant
Lucky Locket
Megaton Maul
Radiant Blade
Ritual Bow
Robes of Wisdom
Soulshaker
Spiteful Staff
Steelpounder
Strongbox Boots
Apocalypse Ax (65)
Ax of Heroes (65)
Biometric Boots (65)
Dolphin Fork (65)
Gigaton Gavel (65)
Master Warrior's Ring (65)
Mastodon Bow (65)
Moonlight Baton (65)
Naga Bow (65)
Phantom Mantle (65)
Rococo Robe (65)
Rubyblaze Rod (65)
Shadowshot Bow (65)
Soul Destroyer (65)
Spellpower-Sweller (65)
Splendiferous Lance (65)
Sword of Sorrow (65)
Sword of State (65)
Uncanny Close-Range Ring (65)
Unreal Thing (65)
Whirlwind Spear (65)
Zodiarch's Sword (65)
Baleful Baton (80)
Blightwing Bow (80)
Charm-Charger (80)
Coat of Clarity (80)
Geomancer's Shoes (80)
Goldpounder (80)
Infernal Mail (80)
Kaleidospear (80)
Master Blaster (80)
Nebula Sword (80)
Pyramid Beam (80)
Quickfire Ring (80)
Ring of Rancor (80)
Sacrificial Bow (80)
Seraph's Staff (80)
Soulbreaker (80)
Sovereign Sword (80)
Teraton Trasher (80)
Unbreakable Necklace (80)
Argent Bow (90)
Astra (90)
Baneboost Necklace (90)
Boots of Beryl (90)
Brightwing Bow (90)
Cad's Cannon (90)
Carmine Cudgel (90)
Chariot (90)
Chartreuse Staff (90)
Elysian Armor (90)
Ermine Robes (90)
Extra-Lucky Locket (90)
Hermit's Robe (90)
Indigo Lance (90)
Judgment (90)
Light-Fingered Ring (90)
Longshank (90)
Meteor Mallet (90)
Moon (90)
Primordial Sword (90)
Sainted Sabatons (90)
Strength (90)
Temperance (90)
Towers (90)
Ultraviolet Ray (90)
Vermilion Blade (90)
Warrior's Little Helper (90)
Wizard's Little Helper (90)
World (90)

Area Material Drops

Ambrosial Sap (UFT)
Aromatic Sap (UFT)
Arquorn Nugget (UFT)
Arrowhawk Feather
Arrowhead Carrot
Auroral Coral (UFT)
Autumn Haze Button
Awwberries
Bad Egg
Bananza
Better Butter
Blissful Wonderwater (UFT)
Blossomwheat
Bolt Eagle Feather (UFT)
Brazen Beans
Celestial Silk (UFT)
Champion's Button (UFT)
Churned Butter
Classic Cabbage
Classic Cord (UFT)
Cloud Crow Feather
Cobbler's Nails
Cool Cloth
Creamy Cheese
Crybaby Onion
Cuddlywarm Cotton
Cutesy Pops
Dark Crystal
Deathbreath Garlic
Delicate Wing Bones
Dinky Eggs
Dumb Lumber (UFT)
Egg Shell
Electricoral (UFT)
Enlightened Wonderwater (UFT)
Everwing Feather (UFT)
Fairy's Breath Silk (UFT)
Fine-Grained Lumber
Fir-Green Thread
Flowing Fur
Fluffy Cloth
Footman's Brocade
Forest Crystal Cluster
Forked Tail Bone (UFT)
Fresh Milk
Frostyfluff Cotton
Giant Ribcage
Glacier Crystal Cluster (UFT)
Gloomy Lumber (UFT)
Gnarly Leather
Good Egg
Good-Time Grapes
Grass-Green Thread
Grumpy Lumber
Gunkshrooms
Hearty Wheat
Heavenly Fur (UFT)
Heavenly Wonderwater (UFT)
Hefty Skull (UFT)
Hellish Fur (UFT)
Hellish Wonderwater
Henge Crystal Cluster (UFT)
Iceflow Shell (UFT)
Impure Wool (UFT)
Inferno Crystal Cluster
Inky Sap (UFT)
Jazz Egg
Jingleweat
Jolly Lumber

IFT = Improved Foraging Techniques required.
UFT = Ultimate Foraging Techniques required.

King's Brocade (UFT)
Knight's Brocade
Lampkin (UFT)
Lesser-Spotted Egg
Looncycorn
Lovely Lumber (UFT)
Lovely Wool
Mammoth Egg
Mature Cheese
Mellowfat Peas
Mock Toadstool
Moonbeam Mushrooms
Moorrise Thread (UFT)
Munchy Nut
Neverwing Feather (UFT)
Night-White Thread (UFT)
Nocturnium Nugget (UFT)
Onyx Huebloom (UFT)
Opal Huebloom (UFT)
Ponderwool
Pure Wool (UFT)
Quadruple Cream
Queen's Brocade (UFT)
Quiltsloupe
Raincloud Cotton
Rook's Brocade (UFT)
Rugged Spud
Savage Leather (UFT)
Scented Sap
Scentless Sap
Scrumptious Yogurt
Sea-Blue Thread
Seraphic Silk
Shivering Wonderwater
Shooting Star Salt
Simmering Wonderwater
Single Cream
Slumbergull Feather
Soldier's Button (UFT)
Somnium Nugget
Sparkly Leather (UFT)
Spectral Silk
Spring Bloom Button
Spritefire Silk (UFT)
Steely Nugget
Storm Crystal Cluster (UFT)
Sturdy Jawbone (UFT)
Summer Meadow Button
Sumptuous String (UFT)
Sunnysmile Cotton (UFT)
Sunset Thread (UFT)
Super-Cool Fur
Super-Hot Fur (UFT)
Suscitanium Nugget (UFT)
Sweet Dream Truffle
Sweet Sap
Swirly Apple
Thick Yogurt
Thorngerine
Tinkletune Cotton (UFT)
Toadstool
Tranquilium Nugget
Twinkly Leather (UFT)
Uptown Egg
Warmflow Shell (UFT)
Whole Milk
Wild Leather
Winter Moon Button (UFT)
Witch's Wool
Woebegone Cotton (UFT)
Wonder Wool (UFT)

Treasure Chests (Normal/Sealed*)
Forest Layout (1–10F) – Normal
All-Be-Gone
Apocalypse Ax
Autumn Haze Button (IFT)
Ax of Heroes
Biometric Boots
Bladwing Bow
Bloody Brand
Cherub's Scepter
Coat of Clarity
Dreamr
Dolphin Fork
Fairy's Breath Silk (IFT)
Fir-Green Thread (IFT)
Forest Crystal Cluster (IFT)
Four-Leafed Soreaway
Gaudy Galoshes
Geomancer's Shoes
Gigaton Gavel
Goldpounder

Cherub's Scepter
Dreamr
Dolphin Fork
Fir-Green Thread (IFT)
Fish Fork
Forest Crystal Cluster (IFT)
Four-Leafed Soreaway
Frontier Flintlock
Gaudy Galoshes
Gigaton Gavel
Great Sage's Secret
Grumpy Lumber (IFT)
Heavenly Wonderwater (IFT)
Heretic's Robes
High Heal Pendant
Lovely Wool
Lucky Locket
Master Archer's Ring
Mastodon Bow
Megaton Maul
Moonlight Baton
Naga Bow
Nocturnium Nugget (IFT)
Radiant Blade
Raincloud Cotton
Ritual Bow
Robes of Wisdom
Rococo Robe
Rook's Brocade (IFT)
Rubyblaze Rod
Sacrificial Bow
Sage's Secret
Savior's Tear
Seraph's Staff
Seraphic Silk (IFT)
Shadowshot Bow
Slumbergull Feather (IFT)
Soldier's Button (IFT)
Soul Destroyer
Soulbreaker
Soulshaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Spellpower-Sweller
Spiteful Staff
Splendiferous Lance
Steelpounder
Strongbox Boots
Summer Meadow Button
Supreme Sixth Censer
Sweet Sap (IFT)
Sword of Sorrow
Sword of State
Tranquilium Nugget (IFT)
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Wizard King's Secret
Woebegone Cotton (IFT)
Zodiarch's Sword
Forest Layout (21–30F) – Normal
All-Be-Gone
Apocalypse Ax
Aromatic Sap (IFT)
Autumn Haze Button (IFT)
Ax of Heroes
Baleful Baton
Biometric Boots
Blightwing Bow
Charm-Charger
Coat of Clarity
Dolphin Fork
Dumb Lumber (IFT)
Fairy's Breath Silk (IFT)
Fir-Green Thread (IFT)
Geomancer's Shoes
Gigaton Gavel
Goldpounder
Great Sage's Secret
Grumpy Lumber (IFT)
Heavenly Wonderwater (IFT)
Infernal Mail
Kaleidospear
Master Archer's Ring
Master Blaster

Great Sage's Secret
Grumpy Lumber (IFT)
Heavenly Wonderwater (IFT)
Heretic's Robes
High Heal Pendant
Infernal Mail
Kaleidospear
Master Archer's Ring
Master Blaster
Mastodon Bow
Megaton Maul
Moonlight Baton
Naga Bow
Nebula Sword
Nocturnium Nugget (IFT)
One-and-All-Be-Gone
Phantom Mantle
Phoenix Tear
Pyramid Beam
Quickfire Ring
Ring of Rancor
Ritual Bow
Rococo Robe
Rook's Brocade (IFT)
Rubyblaze Rod
Sacrificial Bow
Sage's Secret
Savior's Tear
Seraph's Staff
Seraphic Silk (IFT)
Shadowshot Bow
Slumbergull Feather (IFT)
Soldier's Button (IFT)
Soul Destroyer
Soulbreaker
Soulshaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Spellpower-Sweller
Splendiferous Lance
Storm Crystal Cluster (IFT)
Superior Sixth Censer
Supreme Sixth Censer
Sweet Sap (IFT)
Sword of Sorrow
Sword of State
Teraton Trasher
Tranquilium Nugget (IFT)
Unbreakable Necklace
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Wizard King's Secret
Woebegone Cotton (IFT)
Zodiarch's Sword
Forest Layout (21–30F) – Normal
All-Be-Gone
Apocalypse Ax
Aromatic Sap (IFT)
Autumn Haze Button (IFT)
Ax of Heroes
Baleful Baton
Biometric Boots
Blightwing Bow
Charm-Charger
Coat of Clarity
Dolphin Fork
Dumb Lumber (IFT)
Fairy's Breath Silk (IFT)
Fir-Green Thread (IFT)
Geomancer's Shoes
Gigaton Gavel
Goldpounder
Great Sage's Secret
Grumpy Lumber (IFT)
Heavenly Wonderwater (IFT)
Infernal Mail
Kaleidospear
Master Archer's Ring
Master Blaster

Mastodon Bow
Moonlight Baton
Moonrise Thread (IFT)
Naga Bow
Nebula Sword
Neverwing Feather (IFT)
Nocturnium Nugget (IFT)
One-and-All-Be-Gone
Phantom Mantle
Phoenix Tear
Pyramid Beam
Quickfire Ring
Ring of Rancor
Rococo Robe
Rook's Brocade (IFT)
Rubyblaze Rod
Sacrificial Bow
Seraph's Staff
Shadowshot Bow
Soldier's Button (IFT)
Soul Destroyer
Soulbreaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Soveregn Sword
Spellpower-Sweller
Splendiferous Lance
Storm Crystal Cluster (IFT)
Supreme Sixth Censer
Sweet Sap (IFT)
Sword of Sorrow
Teraton Trasher
Unbreakable Necklace
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Wizard King's Secret
Woebegone Cotton (IFT)
Zodiarch's Sword
Cave Layout (1–10F) – Normal
All-Be-Gone
Apocalypse Ax
Ax of Heroes
Biometric Boots
Blackwing Bow
Bloody Brand
Bolt Eagle Feather (IFT)
Cherub's Scepter
Cloud Crow Feather
Dark Crystal
Dreamr
Dolphin Fork
Fine-Grained Lumber
Fish Fork
Footman's Brocade (IFT)
Four-Leafed Soreaway
Frontier Flintlock
Frostyfluff Cotton (IFT)
Gaudy Galoshes
Gigaton Gavel
Gloomy Lumber (IFT)
Great Sage's Secret
Hellish Wonderwater (IFT)
Heretic's Robes
High Heal Pendant
Inky Sap (IFT)
Lucky Locket
Master Warrior's Ring
Mastodon Bow
Megaton Maul
Moonlight Baton
Naga Bow
Phantom Mantle
Phoenix Tear
Radiant Blade
Ritual Bow
Robes of Wisdom
Rococo Robe
Rubyblaze Rod

Sage's Secret
Savior's Tear
Scentless Sap (IFT)
Sea-Blue Thread (IFT)
Shadowshot Bow
Somnium Nugget (IFT)
Soul Destroyer
Soulbreaker
Soulshaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Spectral Silk (IFT)
Spellpower-Sweller
Spiteful Staff
Splendiferous Lance
Spritefire Silk (IFT)
Steelpounder
Strongbox Boots
Superior Sixth Censer
Supreme Sixth Censer
Sword of Sorrow
Sword of State
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Witch's Wool (IFT)
Zodiarch's Sword
Cave Layout (11–20F) – Normal
All-Be-Gone
Apocalypse Ax
Ax of Heroes
Baleful Baton
Biometric Boots
Blightwing Bow
Bloody Brand
Bolt Eagle Feather (IFT)
Charm-Charger
Cherub's Scepter
Coat of Clarity
Dreamr
Dolphin Fork
Footman's Brocade (IFT)
Four-Leafed Soreaway
Frostyfluff Cotton (IFT)
Gaudy Galoshes
Geomancer's Shoes
Gigaton Gavel
Gloomy Lumber (IFT)
Goldpounder
Great Sage's Secret
Hellish Wonderwater (IFT)
Heretic's Robes
High Heal Pendant
Impure Wool (IFT)
Infernal Mail
Inky Sap (IFT)
Kaleidospear
Master Blaster
Master Warrior's Ring
Mastodon Bow
Megaton Maul
Moonlight Baton
Naga Bow
Nebula Sword
One-and-All-Be-Gone
Phantom Mantle
Phoenix Tear
Pyramid Beam
Queen's Brocade (IFT)
Quickfire Ring
Ring of Rancor
Ritual Bow
Rococo Robe
Rubyblaze Rod
Sacrificial Bow
Sage's Secret
Savior's Tear
Scentless Sap (IFT)
Sea-Blue Thread (IFT)
Seraph's Staff
Shadowshot Bow

Somnium Nugget (IFT)
Soul Destroyer
Soulbreaker
Soulshaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Spectral Silk (IFT)
Spellpower-Sweller
Splendiferous Lance
Spritefire Silk (IFT)
Sunset Thread (IFT)
Superior Sixth Censer
Supreme Sixth Censer
Sword of Sorrow
Sword of State
Teraton Trasher
Unbreakable Necklace
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Witch's Wool (IFT)
Wizard King's Secret
Zodiarch's Sword
Cave Layout (21–30F) – Normal
All-Be-Gone
Apocalypse Ax
Ax of Heroes
Baleful Baton
Biometric Boots
Blightwing Bow
Blissful Wonderwater (IFT)
Bolt Eagle Feather (IFT)
Champion's Button (IFT)
Charm-Charger
Coat of Clarity
Dolphin Fork
Geomancer's Shoes
Gigaton Gavel
Gloomy Lumber (IFT)
Goldpounder
Great Sage's Secret
Hellish Wonderwater (IFT)
Henge Crystal Cluster (IFT)
Impure Wool (IFT)
Infernal Mail
Inky Sap (IFT)
Kaleidospear
Master Blaster
Master Warrior's Ring
Mastodon Bow
Moonlight Baton
Naga Bow
Nebula Sword
One-and-All-Be-Gone
Phantom Mantle
Phoenix Tear
Pyramid Beam
Queen's Brocade (IFT)
Quickfire Ring
Ring of Rancor
Rococo Robe
Rubyblaze Rod
Sacrificial Bow
Seraph's Staff
Shadowshot Bow
Somnium Nugget (IFT)
Soul Destroyer
Soulbreaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Soveregn Sword
Spectral Silk (IFT)
Spellpower-Sweller
Splendiferous Lance
Spritefire Silk (IFT)
Sunset Thread (IFT)
Supreme Sixth Censer
Suscitanium Nugget (IFT)
Sword of Sorrow
Sword of State

*Sealed chests require Orbs to open.

Teraton Trasher
Tinkletune Cotton (IFT)
Unbreakable Necklace
Uncanny Close-Range Ring
UnrealThing
Whirlwind Spear
Witch's Wool (IFT)
Wizard King's Secret
Zodiarch's Sword

Shrine Layout (1–10F) – Normal

All-Be-Gone
Apocalypse Ax
Arrowhawk Feather (IFT)
Ax of Heroes
Biometric Boots
Blachwing Bow
Bloody Brand
Cherub's Scepter
Coat of Clarity
Cuddlywarm Cotton (IFT)
Direarm
Dolphin Fork
Fish Fork
Four-Leafed Soreaway
Frontier Flintlock
Gaudy Galoshes
Gigaton Gavel
Glacier Crystal Cluster (IFT)
Grass-Green Thread
Great Sage's Secret
Heretic's Robes
High Heal Pendant
Infernal Mail
Jolly Lumber (IFT)
Knight's Brocade (IFT)
Lucky Locket
Master Sorcerer's Ring
Mastodon Bow
Megaton Maul
Moonlight Baton
Naga Bow
Night-White Thread (IFT)
Phantom Mantle
Phoenix Tear
Ponderwool (IFT)
Pure Wool (IFT)
Radiant Blade
Ritual Bow
Robes of Wisdom
Rococo Robe
Rubylblaze Rod
Sage's Secret
Savior's Tear
Shadowshot Bow
Shivering Wonderwater (IFT)
Soul Destroyer
Soulshaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Spellpower-Sweller
Spiteful Staff
Splendilferous Lance
Steelpounder
Steely Nugget
Strongbox Boots
Summer Meadow Button (IFT)
Superior Sixth Censer
Supreme Sixth Censer
Sword of Sorrow
Sword of State
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Winter Moon Button (IFT)
Zodiarch's Sword

Shrine Layout (11–20F) – Normal

All-Be-Gone
Apocalypse Ax
Arqurin Nugget (IFT)
Arrowhawk Feather (IFT)
Ax of Heroes
Baleful Baton
Biometric Boots
Blightwing Bow
Bloody Brand
Charm-Charger
Cherub's Scepter
Coat of Clarity
Cuddlywarm Cotton (IFT)
Direarm
Dolphin Fork
Everwing Feather (IFT)
Four-Leafed Soreaway
Gaudy Galoshes
Geomancer's Shoes
Gigaton Gavel
Glacier Crystal Cluster (IFT)
Goldpounder
Great Sage's Secret
Heretic's Robes
High Heal Pendant
Infernal Mail
Infernu Crystal Cluster (IFT)
Jolly Lumber (IFT)
Kaleidospear
Knight's Brocade (IFT)
Lovely Lumber (IFT)
Master Blaster
Master Sorcerer's Ring
Mastodon Bow
Megaton Maul
Moonlight Baton
Naga Bow
Night-White Thread (IFT)
Phantom Mantle
Phoenix Tear
Ponderwool (IFT)
Pure Wool (IFT)
Pyramid Beam
Quickfire Ring
Ring of Rancor
Ritual Bow
Rococo Robe
Rubylblaze Rod
Sage's Secret
Savior's Tear
Seraph's Staff
Shadowshot Bow
Shivering Wonderwater (IFT)
Soul Destroyer
Soulbreaker
Soulshaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Sovereign Sword
Spellpower-Sweller
Splendilferous Lance
Summer Meadow Button (IFT)
Sunnysmile Cotton (IFT)
Superior Sixth Censer
Supreme Sixth Censer
Sword of Sorrow
Sword of State
Teraton Trasher
Unbreakable Necklace
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Wizard King's Secret
Zodiarch's Sword

Shrine Layout (21–30F) – Normal

All-Be-Gone
Ambrosial Sap (IFT)
Apocalypse Ax
Arqurin Nugget (IFT)
Arrowhawk Feather (IFT)
Ax of Heroes
Baleful Baton
Biometric Boots
Blightwing Bow
Celestial Silk (IFT)
Charm-Charger
Coat of Clarity
Cuddlywarm Cotton (IFT)
Dolphin Fork
Enlightened Wonderwater (IFT)
Everwing Feather (IFT)
Geomancer's Shoes
Gigaton Gavel
Glacier Crystal Cluster (IFT)
Goldpounder
Great Sage's Secret
Infernal Mail
Inferno Crystal Cluster (IFT)
Kaleidospear
King's Brocade (IFT)
Knight's Brocade (IFT)
Lovely Lumber (IFT)
Master Blaster
Master Sorcerer's Ring
Mastodon Bow
Moonlight Baton
Naga Bow
Nebula Sword
Night-White Thread (IFT)
One-and-All-Be-Gone
Phantom Mantle
Phoenix Tear
Pure Wool (IFT)
Pyramid Beam
Quickfire Ring
Ring of Rancor
Rococo Robe
Rubylblaze Rod
Sacrificial Bow
Seraph's Staff
Shadowshot Bow
Soul Destroyer
Soulbreaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Spellpower-Sweller
Splendilferous Lance
Summer Meadow Button (IFT)
Sunnysmile Cotton (IFT)
Superior Sixth Censer
Sword of Sorrow
Sword of State
Teraton Trasher
Unbreakable Necklace
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Winter Moon Button (IFT)
Wizard King's Secret
Zodiarch's Sword

Forest Layout (1–10F) – Sealed

All-Be-Gone
Apocalypse Ax
Autumn Haze Button (IFT)
Ax of Heroes
Biometric Boots
Bloody Brand
Cherub's Scepter
Direarm
Dolphin Fork
Fir-Green Thread (IFT)
Gaudy Galoshes
Gigaton Gavel
Great Sage's Secret
Grumpy Lumber (IFT)
Heavenly Wonderwater (IFT)
Heretic's Robes
High Heal Pendant
Master Archer's Ring
Mastodon Bow
Megaton Maul
Moonlight Baton
Naga Bow
Nocturnium Nugget (IFT)
Phantom Mantle
Phoenix Tear
Ritual Bow
Rococo Robe
Rook's Brocade (IFT)
Rubylblaze Rod
Sacrificial Bow
Seraph's Staff
Shadowshot Bow
Soul Destroyer
Soulshaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Sovereign Sword
Spellpower-Sweller
Splendilferous Lance
Storm Crystal Cluster (IFT)
Supreme Sixth Censer
Sword of Sorrow
Sword of State
Teraton Trasher
Unbreakable Necklace
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Wizard King's Secret
Woebegone Cotton (IFT)
Zodiarch's Sword

Forest Layout (11–20F) – Sealed

Aromatic Sap (IFT)
Baleful Baton
Baneboost Necklace
Blightwing Bow
Chariot
Charm-Charger
Coat of Clarity
Dumbfounder (IFT)
Fairy's Breath Silk (IFT)
Geomancer's Shoes
Goldpounder
Heavenly Wonderwater (IFT)
Hermit's Robe
Infernal Mail
Judgment
Kaleidospear
Master Blaster
Moon
Moonrise Thread (IFT)
Nebula Sword
Neverwing Feather (IFT)
Nocturnium Nugget (IFT)
One-and-All-Be-Gone
Phoenix Tear
Pyramid Beam
Quickfire Ring
Ring of Rancor
Rook's Brocade (IFT)
Sacrificial Bow
Seraph's Staff
Soldier's Button (IFT)
Soulbreaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Sovereign Sword
Storm Crystal Cluster (IFT)
Strength
Supreme Sixth Censer
Temperance
Teraton Trasher
Towers
Unbreakable Necklace
Wizard King's Secret
Woebegone Cotton (IFT)
Wonder Wool (IFT)
World

Forest Layout (21–30F) – Sealed

All-Be-Gone
Apocalypse Ax
Ax of Heroes
Biometric Boots
Bloody Brand
Bolt Eagle Feather (IFT)
Cherub's Scepter
Direarm
Dolphin Fork
Gaudy Galoshes
Gigaton Gavel
Gloomy Lumber (IFT)
Great Sage's Secret
Hellish Wonderwater (IFT)
Heretic's Robes
High Heal Pendant
Inky Sap (IFT)
Master Warrior's Ring
Mastodon Bow
Megaton Maul
Moonlight Baton
Naga Bow
Phantom Mantle
Phoenix Tear
Ritual Bow
Rococo Robe
Rubylblaze Rod
Shadowshot Bow
Somnurin Nugget (IFT)
Soul Destroyer
Soulshaker
Sovereign Soreaway
Sovereign Soreaway Sweet
Spectral Silk (IFT)
Spellpower-Sweller
Splendilferous Lance
Spritefire Silk (IFT)
Supreme Sixth Censer
Sword of Sorrow
Sword of State
Teraton Trasher
Unbreakable Necklace
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Wizard King's Secret
Zodiarch's Sword

Cave Layout (1–30F) – Sealed

Argent Bow
Baleful Baton
Blightwing Bow
Blissful Wonderwater (IFT)
Bolt Eagle Feather (IFT)
Boots of Beryl
Carmine Cudgel
Champion's Button (IFT)
Charm-Charger
Chartreuse Staff
Coat of Clarity

Elysian Armor
Geomancer's Shoes
Gloomy Lumber (IFT)
Goldpounder
Henge Crystal Cluster (IFT)
Impure Wool (IFT)
Indigo Lance
Infernal Mail
Inky Sap (IFT)
Kaleidospear
Light-Fingered Ring
Master Blaster
Nebula Sword
One-and-All-Be-Gone
Phoenix Tear
Pyramid Beam
Queen's Brocade (IFT)
Quickfire Ring
Ring of Rancor
Sacrificial Bow
Seraph's Staff
Soulbreaker
Sovereign Soreaway
Sovereign Soreawsy Sweet
Sovereign Sword
Spritefire Silk (IFT)
Sunset Thread (IFT)
Supreme Sixth Censer
Suscitanium Nugget (IFT)
Teraton Trasher
Tinkletune Cotton (IFT)
Ultraviolet Ray
Unbreakable Necklace
Vermilion Blade
Wizard King's Secret

Shrine Layout (1–10F) – Sealed

All-Be-Gone
Apocalypse Ax
Arrowhawk Feather (IFT)
Ax of Heroes
Biometric Boots
Bloody Brand
Cherub's Scepter
Cuddlywarm Cotton (IFT)
Dreamn
Dolphin Fork
Gaudy Galoshes
Gigaton Gavel
Glacier Crystal Cluster (IFT)
Great Sage's Secret
Heretic's Robes
High Heal Pendant
Inferno Crystal Cluster (IFT)
Knight's Brocade (IFT)
Master Sorcerer's Ring
Mastodon Bow
Megaton Maul
Moonlight Baton
Naga Bow
Night-White Thread (IFT)
Phantom Mantle
Phoenix Tear
Pure Wool (IFT)
Ritual Bow
Rococo Robe
Rubybraze Rod
Shadowmist Bow
Soul Destroyer
Soulshaker
Sovereign Soreawsy
Sovereign Soreawsy Sweet
Spellpower-Sweller
Splendiferous Lance
Supreme Sixth Censer
Sword of Sorrow
Sword of State
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Winter Moon Button (IFT)
Zodiarch's Sword

Shrine Layout (11–20F) – Sealed

Apocalypse Ax
Arquurn Nugget (IFT)
Ax of Heroes
Beleful Baton
Biometric Boots
Blightwing Bow
Charm-Charger
Coat of Clarity
Dolphin Fork
Everwing Feather (IFT)
Geomancer's Shoes
Gigaton Gavel
Glacier Crystal Cluster (IFT)
Goldpounder
Great Sage's Secret
Infernal Mail
Kaleidospear
Lovely Lumber (IFT)
Master Blaster
Master Sorcerer's Ring
Mastodon Bow
Moonlight Baton
Naga Bow
Nebula Sword
Night-White Thread (IFT)
One-and-All-Be-Gone
Phantom Mantle
Phoenix Tear
Pure Wool (IFT)
Pyramid Beam
Quickfire Ring
Ring of Rancor
Ring of Regard
Rococo Robe
Rubyblaze Rod
Sacrificial Bow
Seraph's Staff
Shadowshot Bow
Soul Destroyer
Soulbreaker
Sovereign Soreawsy
Sovereign Soreawsy Sweet
Sovereign Sword
Spellpower-Sweller
Splendiferous Lance
Sunnysmile Cotton (IFT)
Supreme Sixth Censer
Sword of Sorrow
Sword of State
Teraton Trasher
Unbreakable Necklace
Uncanny Close-Range Ring
Unreal Thing
Whirlwind Spear
Winter Moon Button (IFT)
Wizard King's Secret
Zodiarch's Sword

Shrine Layout (21–30F) – Sealed

Ambrosial Sap (IFT)
Arquurn Nugget (IFT)
Astra
Beleful Baton
Blightwing Bow
Brightwing Bow
Cad's Cannon
Celestial Silk (IFT)
Charm-Charger
Coat of Clarity
Enlightened Wonderwater (IFT)
Ermine Robes
Everwing Feather (IFT)
Extra-Lucky Locket
Geomancer's Shoes
Glacier Crystal Cluster (IFT)
Goldpounder
Infernal Mail
Kaleidospear
King's Brocade (IFT)
Longshank
Lovely Lumber (IFT)
Master Blaster
Meteor Mallet
Nebula Sword
Night-White Thread (IFT)
One-and-All-Be-Gone
Phoenix Tear
Primordial Sword
Pure Wool (IFT)
Pyramid Beam
Quickfire Ring
Ring of Rancor
Sacrificial Bow
Sainted Sabatons
Seraph's Staff
Soulbreaker
Sovereign Soreawsy
Sovereign Soreawsy Sweet
Sovereign Sword
Sunnysmile Cotton (IFT)
Supreme Sixth Censer
Teraton Trasher
Unbreakable Necklace
Uncanny Close-Range Ring
Wizard King's Secret

Foraging Points

Forest Layout (1–10F)

Aromatic Sap (UFT)
Arrowhead Carrot
Autumn Haze Button
Bananza
Cobbler's Nails
Cough Sweet
Fairy's Breath Silk (UFT)
Fir-Green Thread
Flowing Fur
Fluffy Cloth
Forest Crystal Cluster
Good Egg
Grumpy Lumber
Hearty Wheat
Heavenly Wonderwater (UFT)
Lemon Drop
Lovely Wool
Milk Chew
Nocturnium Nugget (UFT)
Onyx Huebloom (UFT)
Raincloud Cotton
Rook's Brocade (UFT)
Seraphic Silk
Simmering Wonderwater
Slumbergull Feather
Soldier's Button (UFT)
Storm Crystal Cluster (UFT)
Strawberry Chew
Sumptuous String (UFT)
Super-Cool Fur
Sweet Sap
Tranquilium Nugget
Treacle Toffee
Violet Pastille
Wobegone Cotton (UFT)

Sand Layout (11–20F)

Aromatic Sap (UFT)
Autumn Haze Button
Cough Sweet
Creamy Cheese
Fairy's Breath Silk (UFT)
Fir-Green Thread
Forest Crystal Cluster
Good-Time Grapes
Grumpy Lumber
Gunkshrooms
Heavenly Wonderwater (UFT)
Hellish Fur (UFT)
Jazz Egg
Jinglewheat
Lemon Drop
Milk Chew
Nocturnium Nugget (UFT)
Onyx Huebloom (UFT)
Rook's Brocade (UFT)
Seraphic Silk
Slumbergull Feather
Soldier's Button (UFT)
Storm Crystal Cluster (UFT)
Strawberry Chew
Sumptuous String (UFT)
Super-Hot Fur (UFT)
Sweet Sap
Tranquilium Nugget
Treacle Toffee
Violet Pastille
Wobegone Cotton (UFT)

Sand Layout (21–30F)

Aromatic Sap (UFT)
Autumn Haze Button
Blossomwheat
Classic Cabbage
Cough Sweet
Dumb Lumber
Fairy's Breath Silk
Fir-Green Thread
Grumpy Lumber
Heavenly Fur
Heavenly Wonderwater
Lemon Drop
Mammoth Egg
Mature Cheese
Milk Chew
Moonrise Thread
Munchy Nut
Neverwing Feather
Nocturnium Nugget
Opal Huebloom
Rook's Brocade
Soldier's Button
Storm Crystal Cluster
Strawberry Chew
Sumptuous String
Sweet Sap
Treacle Toffee
Violet Pastille
Wobegone Cotton
Wonder Wood

Cave Layout (1–10F)

Bad Egg
Blissful Wonderwater (UFT)
Bolt Eagle Feather (UFT)
Classic Cord (UFT)
Cloud Crow Feather
Cough Sweet
Dark Crystal
Delicate Wing Bones
Fine-Grained Lumber
Footman's Brocade
Frostyfluff Cotton
Giant Ribcage
Gloomy Lumber (UFT)
Hellish Wonderwater
Impure Wool (UFT)
Inky Sap (UFT)
Lemon Drop
Mellowfat Peas
Milk Chew
Mock Toadstool
Queen's Brocade (UFT)
Scentless Sap
Sea-Blue Thread
Somnium Nugget
Spectral Silk
Spring Bloom Button
Spritefire Silk (UFT)
Strawberry Chew
Sunset Thread (UFT)
Thongerine
Toadstool
Treacle Toffee
Violet Pastille
Warmflow Shell (UFT)
Witch's Wool

Cave Layout (11–20F)

Blissful Wonderwater (UFT)
Bolt Eagle Feather (UFT)
Brazen Beans
Churned Butter
Classic Cord (UFT)
Cough Sweet
Footman's Brocade
Forked Tail Bone (UFT)
Fresh Milk
Frostyfluff Cotton
Gloomy Lumber (UFT)
Hellish Wonderwater
Impure Wool (UFT)
Inky Sap (UFT)
Lemon Drop
Milk Chew
Queen's Brocade (UFT)
Rugged Spud
Scentless Sap
Sea-Blue Thread
Somnium Nugget
Special Silk
Spritefire Silk (UFT)
Strawberry Chew
Sturdy Jawbone (UFT)
Sunset Thread (UFT)
Swirly Apple
Treacle Toffee
Violet Pastille
Warmflow Shell (UFT)
Witch's Wool

Cave Layout (21–30F)

Better Butter
Blissful Wonderwater
Bolt Eagle Feather
Champion's Button
Classic Cord
Cough Sweet
Egg Shell
Gloomy Lumber
Hefty Skull
Hellish Wonderwater
Henge Crystal Cluster
Iceflow Shell
Impure Wool
Inky Sap
Lemon Drop
Loonycorn
Milk Chew
Queen's Brocade
Shooting Star Salt
Somnium Nugget
Spectral Silk
Spritefire Silk
Strawberry Chew
Sunset Thread
Suscitanium Nugget
Tinkletune Cotton
Treacle Toffee
Violet Pastille
Whole Milk
Witch's Wool

Shrine Layout (1–10F)

Arquurn Nugget (UFT)
Arrowhawk Feather
Awwberries
Cool Cloth
Cough Sweet
Crybaby Onion
Cuddlywarm Cotton
Dinky Eggs
Electrocoral (UFT)
Everwing Feather (UFT)
Glacier Crystal Cluster (UFT)
Gnarly Leather
Grass-Green Thread
Inferno Crystal Cluster
Jolly Lumber
Knight's Brocade
Lemon Drop
Lovely Lumber (UFT)
Milk Chew
Moonbeam Mushrooms
Night-White Thread (UFT)
Ponderwool
Pure Wool (UFT)
Scented Sap
Shivering Wonderwater
Steely Nugget
Strawberry Chew
Summer Meadow Button
Sumptuous String (UFT)
Sunnysmile Cotton (UFT)
Treacle Toffee
Uptown Egg
Violet Pastille
Wild Leather
Winter Moon Button (UFT)

Shrine Layout (11–20F)

Arquurn Nugget (UFT)
Arrowhawk Feather
Classic Cord (UFT)
Cough Sweet
Cuddlywarm Cotton
Cutesy Pops
Electrocoral (UFT)
Everwing Feather (UFT)
Glacier Crystal Cluster (UFT)
Inferno Crystal Cluster
Jolly Lumber
Knight's Brocade
Lemon Drop
Lesser-Spotted Egg
Lovely Lumber (UFT)
Milk Chew
Night-White Thread (UFT)
Ponderwool
Pure Wool (UFT)
Quilltaloupe
Savage Leather (UFT)
Glowring Wonderwater
Single Cream
Sparkly Leather (UFT)
Strawberry Chew
Summer Meadow Button
Sunnysmile Cotton (UFT)
Thick Yogurt
Treacle Toffee
Violet Pastille
Winter Moon Button (UFT)

Shrine Layout (21–30F)

Ambrosial Sap
Arquurn Nugget
Arrowhawk Feather
Auxorial Coral
Celestial Silk
Cough Sweet
Cuddlywarm Cotton
Deathbreath Garlic
Enlightened Wonderwater
Everwing Feather
Glacier Crystal Cluster
Inferno Crystal Cluster
King's Brocade
Knight's Brocade
Lampkin
Lemon Drop
Lovely Lumber
Milk Chew
Night-White Thread
Pure Wool
Quadruple Cream
Scrumptious Yogurt
Strawberry Chew
Sumptuous String
Sunnysmile Cotton
Sweet Dream Truffle
Treacle Toffee
Twinkly Leather
Violet Pastille
Winter Moon Button

Completed Game Save

After you've finally battled your way past the Horned One, and made Doloran see the error of his ways, you may think you've earned a break. Once the credits have finished rolling, however, you'll be asked to make a new save file which will open up a new batch of content to explore. This new save file will be marked with a golden star and is considered a Completed Game Save. Loading up this file will take you back in time to just before the point of no return in Chapter 9-5, and you'll be able to leave the room to continue with any unfinished business that you may have in the world, as well as some new activities.

Your first indication that there's something new will be three Leafbook posts that appear, telling you about three mysterious characters that have recently been spotted out in the world. Each of these three people can be tracked down, and if you manage to complete their quests they will even move to Evermore as permanent citizens. Speaking of Evermore, many more new quests are available from citizens that have already made their home there, providing you have fulfilled the additional requirements.

There's plenty of other work to be done around Evermore too. Once you have managed to convince the final few citizens to move to Evermore, and have built every facility that can possibly be built, you'll be able to upgrade the Castle to its full glory of Lv. 4. Once you reach that level you'll then be able to further upgrade a number of the gathering facilities to allow them to bring in even rarer materials, and more research topics will become available. Even the Taskmaster doesn't want to feel left out and has added some new Errands and items to his repertoire.

New Side Quests

No.	Name	Client Location	Page	Additional Req.
159	A Man of Many Names	Capstan-upon-Hull	391	—
160	Dekkah's Grand Tour	Rolling Hills, near Cloudcoil Canyon	391	—
161	Testing the One True King	Evermore	392	—
162	Tyran's Lament	Evermore	393	Complete Side Quest 147
163	Kingdom of Crystal Seas	Hydropolis	394	Complete Side Quest 053
164	A Tall Order	Ding Dong Dell	395	—
165	A Higgledy and a Half	Evermore	395	Complete Side Quest 091 & 095 and Have Kingdom Lv. 3
166	A Blossoming Art Career	Evermore	396	Complete Side Quest 099
167	Legend of the Bright Bellies	Evermore	396	Complete Side Quest 107
168	Currying Favor	Evermore	397	Complete Side Quest 128
169	Sap for the Zapper	Evermore	397	Complete Side Quest 127
170	The Divine Silence	Evermore	397	Complete Side Quest 053 & 154
171	A Costume Fit for a Consul	Evermore	398	Complete Side Quest 132 and Have Kingdom Lv. 4
172	Pretty as a Princess!	Evermore	398	Complete Side Quest 070 and Have Kingdom Lv. 4
173	Classy Cloud Snake Clobber	Evermore	399	Complete Side Quest 126 and Have Kingdom Lv. 4
174	Jazzing Up the Junior Consul	Evermore	399	Complete Side Quest 075 and Have Kingdom Lv. 4
175	Outfit Upgrade for Bracken	Evermore	399	Complete Side Quest 076 and Have Kingdom Lv. 4

New Taskmaster Errands

Name	Page
Chasing Rainbows	412
Culinary Classics	412

New Items Available at Taskmaster

Item Name	ToG
Nightmare Prism	70
Polestar Prism	100
Radiant Close-Range Ring	300
Radiant Long-Range Ring	300
Radiant Mage's Ring	300
Radiant Hearty Pendant	300
Radiant Baby Buckler	300
Radiant Magic Muffler	300

New Facility Upgrades Available

Facility	Upgrade	Page
Evermore Castle	Lv. 4	116
Wondrous Bazaar	Lv. 3	138
Towering Lumberyard	Lv. 3	141
Fabulous Fish Market	Lv. 3	140
Mining Camp No. 5	Lv. 3	136
Hunting Lodge No. 5	Lv. 3	137
Raucous Ranch	Lv. 3	143
Full-Fledged Farm	Lv. 3	142
Massive Market Garden	Lv. 3	144

New Research Topics

Facility	Topic Name	Page
Evermore Weapon Workshop	Level 7-10 Melee Weapon Development	117
Evermore Weapon Workshop	Level 7-10 Ranged Weapon Development	117
Evermore Outfitters	Level 7-10 Armor Development	126
Evermore Outfitters	Level 7-10 Accessory Development	126
Higglery	My Seventh & Ultimate Higgledy Cookbook	133



A Completed Game Save awards you with Evan's Robes of Unity Outfit.



Quite a few other Outfits become available after completing certain Side Quests!

The Mysterious Mr. Higglesworth

Potential Rewards

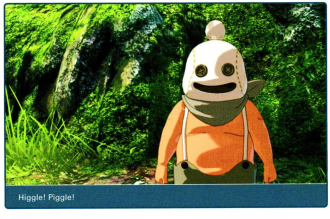
Name		Effect
Cough Sweet	☆☆☆☆★	Boosts the user's HP by five.
Strawberry Chew	☆☆☆☆★	Boosts the user's melee attack by one.
Lemon Drop	☆☆☆☆★	Boosts the user's ranged attack by one.
Violet Pastille	☆☆☆☆★	Boosts the user's magical attack by one.
Treacle Toffee	☆☆☆☆★	Boosts the user's defense by one.
Milk Chew	☆☆☆☆★	Boosts the user's magical defense by one.





If during your travels you wander deep into the heart of the Heartlands, you may just happen upon the secluded Jumblewoods, nestled against the base of a cliff. As if some mysterious force was being used to draw them in, numerous Higgledies have taken up residence in these woods, and among them you'll find a strange person who identifies as more Higgledy than man. He goes by the name of Mr. Higglesworth.

Mr. Higglesworth likes nothing more than collecting utterly ordinary pebbles, and thankfully they are something that you will naturally amass copious quantities of as you play through the game. Bring 10 of these pebbles to Mr. Higglesworth and he will happily take them off your hands in exchange for a random, stat-boosting candy. While you can also find these sweet treats from foraging points throughout the game, they can be quite rare, so it's worth keeping Mr. Higglesworth in mind and returning to him often to trade in those otherwise-useless pebbles for a guaranteed candy. While the boost provided by a single candy may be small, the sheer number of pebbles you acquire means you can get a lot of them. Those stat boosts soon start to add up and can make a difference during some of the more difficult encounters late in the game.


Higgle! Piggle!



Better Living Through Leafbook!

During Chapter 2-2, near the start of your adventure, you'll enter Cloudcoil Canyon and happen upon a friendly grimalkin merchant trying to sell his wares. This merchant seemingly has his finger on the pulse of all the latest news and gossip from around the world, and he is able to do so through the magic of the Leafbook social network combined with a Leafbook viewer: the latest invention out of Broadleaf Inc. As a king on the run, having access to such information would be an invaluable tool for Evan, and since the merchant is sympathetic to Evan's situation, he even offers to hand a Leafbook over for free.

With the viewer now in your hands, there are a couple of ways you can go about accessing it. If you open the Main Menu, then go to Library you'll see an option for Leafbook, and alternatively, as long as you're not in battle or a cutscene, clicking L3 will also take you straight to the Leafbook menu. Once you're there you'll see a series of pictures on the left, each one relating to an individual post; highlighting any of these pictures will bring up the entire post on the right. Along with the original post by the topic-creator you'll also find that most posts have a number of comments made on them, so always make sure you scroll down to read them all.



Whenever a new post appears on Leafbook you'll see this notification pop up on the side of the screen.

New posts will unlock as you progress through the game and complete certain actions, and the topics within them are as varied and diverse as their creators. A lot of topics are used to either shed light on certain aspects of the world, or comment on events that have just transpired in the story, but you'll also find ones that give you hints about citizens you can bring to Evermore, while others point to some hidden treasures scattered around the world. The table we've provided shows you a full list of every Leafbook entry that you can unlock, as well as the conditions for unlocking it. Be warned, however, as the list may contain some spoilers about events that transpire in the game, so only browse through it if you're comfortable with that, or have finished the Main Story. You cannot ever completely miss an entry, so you can always go back and unlock any you don't have at a later time.



If there are any posts that you particularly like, or just want to find again easily, you can press Ⓧ to like a post that you're on, and then press Ⓐ and filter them by "Liked" to only display those posts.

Leafbook Entries

Entry Name Unlock Requirements	Poster
A New Dawn for Ding Dong Dell Chapter 2-2, acquire the Leafbook Viewer in Cloudcoil Canyon.	**LB Moderator**
The Ultimate Fish Sandwich Chapter 2-2, acquire the Leafbook Viewer in Cloudcoil Canyon.	**Kitty**
New to the World of Leafbook Chapter 2-2, acquire the Leafbook Viewer in Cloudcoil Canyon.	**Filippos**
Finally, the Big Day Arrives! Chapter 2-2, acquire the Leafbook Viewer in Cloudcoil Canyon.	**Hansel**
A Coup - Can it Really Be True!? Chapter 2-2, acquire the Leafbook Viewer in Cloudcoil Canyon.	**LB Moderator**
An Empty Offering? Chapter 2-2, acquire the Leafbook Viewer in Cloudcoil Canyon.	**Cindy May**
The Glittering Lights of Goldpaw Chapter 2-2, cast Wind-Whipper on the Prop-Leaf Clover.	**The Wandering Wordsmith**
Seeking a Place to Call Home... Chapter 2-2, cast Wind-Whipper on the Prop-Leaf Clover.	**Floyd**
A Gentle Breeze Chapter 2-3, enter the Wyverns' Den beyond Snaketooth Ridge.	**The World in Pictures**

Leafbook Entries

Entry Name Unlock Requirements	Poster
Portrait of a Porc Chopper Chapter 2-4, arrive at the island of Cwsg-y-Ddraig.	**Mad 4 Monstrz**
The Boss Reach Chapter 3-1, when attempting to claim the Heartlands.	**Tani**
You'll Never Believe This... Reach Chapter 3-1, when attempting to claim the Heartlands.	**The Explorer's Apprentice**
ILL GET YAZ NEXT TIME!!!!!!! Chapter 3-1, defeat Tyran in the Skirmish for the Heartlands.	**Tyran**
Best Tent Ever! Chapter 3-2, after setting up camp at the start of the chapter.	**Tani**
Meeting a Mumshroom Chapter 3-2, after setting up camp at the start of the chapter.	**Mad 4 Monstrz**
We're Off to Bray a Beasty! Reach Chapter 3-3, after speaking with Niall.	**Ketch**
Seriously!? Another Sicl? Chapter 3-3, finish watching the cutscene after approaching Fortune Square.	**Ah Chu**
Did I Just Spy Prince Evan? Chapter 3-3, approach the casino (obtained after watching a cutscene).	**Pi Chi**

Leafbook Entries	
Entry Name	Poster
Unlock Requirements	
A Magnificent Manticore	**Mad 4 Monstrz**
Chapter 3-3, approach the casino (obtained after watching a cutscene).	
The Grumpy Gambler	**HoundAboutTown888**
Chapter 3-3, finish gathering information (obtained after watching a cutscene).	
The Grand High Roller on Trial	**Da Xing**
Reach Chapter 3-5, after defeating Longfang.	
Longfang in Action!	**Vid Yo**
Reach Chapter 3-5, after defeating Longfang.	
Evan's Back for Evermore!	**LB Moderator**
Reach Chapter 4-1, once Evermore is established.	
Visiting the Dice Factory	**Augurer's Guild of Goldpaw**
Chapter 4-1, complete the Kingdom Building Tutorial.	
Treasure Time: Part One	**Heiden Goseeker**
Chapter 4-1, complete the Kingdom Building Tutorial.	
The Forest Trail	**The World in Pictures**
Reach Chapter 4-2, after speaking with Roland in the throne room.	
A Ghostly Presence	**Dares 'n' Scares**
Reach Chapter 4-2, after speaking with Roland in the throne room.	
The Flora of the Rolling Hills	**The Rottonest Botanist**
Chapter 4-3, complete research on the Bridge spell.	
The Hunted Heart	**Pro Pick-Up Tips for Guys**
Chapter 4-3, cast the Bridge spell in the Calmlands to reach the Red Red Rose.	
My Favorite Fish - Part One	**Fish R the Gr8est!!!**
Chapter 4-3, cast the Bridge spell in the Calmlands to reach the Red Red Rose.	
Burning the Midnight Oil	**Brodie**
Chapter 4-3, give Boddly the Red Red Rose.	
Meet the Incineraptor	**Tani**
Chapter 4-3, give Boddly the Incineraptor Horn.	
Ones to Watch: Fai Do	**LB Moderator**
Chapter 4-3, recruit Bai Gon and Min Ti.	
The Glory of Gobsmear	**Boddly**
Chapter 4-4, return the Starlight Stone to Boddly.	
Swift Solutions Hits the Road	**Taskmaster**
Chapter 4-4, finish reading the books in the Goldpaw Library.	
Ones to Watch: Chi Pi	**LB Moderator**
Chapter 4-4, finish reading the books in the Goldpaw Library.	
How Fun to be Young	**Carpe Diem Dog**
Chapter 4-4, finish reading the books in the Goldpaw Library.	
Goldpaw Joins Evermore!	**LB Moderator**
Reach Chapter 5-1, after forging a union with Goldpaw.	
Unlocking Secret skills	**Nu Bi**
Reach Chapter 5-1, after forging a union with Goldpaw.	
Dating Disasters: Henny	**Diary of a Dating Disaster**
Reach Chapter 5-1, after forging a union with Goldpaw.	
The Flora of Cloudcoil Canyon	**The Rottonest Botanist**
Chapter 5-1, speak with Mr.Wright in Capstan-upon-Hull.	
A Sinister Scene	**The World in Pictures**
Chapter 5-1, speak with Mr.Wright in Capstan-upon-Hull.	
Catch of the Day	**Glaucus**
Chapter 5-1, speak with Mr.Wright in Capstan-upon-Hull after defeating the Jelly Queen.	
The Charming Charfinch	**Mad 4 Monstrz**
Chapter 5-1, speak with Mr.Wright in Capstan-upon-Hull after defeating the Jelly Queen.	
Master Pugnacius Has Changed	**Yo Ho-Ho**
Chapter 5-1, defeat Zagg.	
Treasure Time: Part Two	**Heiden Goseeker**
Chapter 5-1, defeat Zagg.	
The Hard Woods	**Niall's Underling**
Reach Chapter 5-2, after speaking with Ketch to aquire a ship.	
We've Got a Ship!	**Tani**
Reach Chapter 5-2, after speaking with Ketch to aquire a ship.	
A Hydropolitan Vista	**The Wandering Wordsmith**
Reach Chapter 5-2, after speaking with Ketch to aquire a ship.	
An Unknown Vessel Arrives!	**Filippos**
Chapter 5-2, finish gathering intel on Queen Nerea.	
Everyday Discipline	**Bai Gon**
Chapter 5-2, finish gathering intel on Queen Nerea.	
My Favorite Fish - Part Two	**Fish R the Gr8est!!!**
Chapter 5-2, finish gathering intel on Queen Nerea.	
Pretty in Pink	**Tani**
Reach Chapter 5-3, after speaking with Queen Nerea.	

Leafbook Entries	
Entry Name	Poster
Unlock Requirements	
A Proposal! In Public!	**Halimede**
Reach Chapter 5-3, after speaking with Queen Nerea.	
What is Going On!?	**Daphne**
Reach Chapter 5-4, after defeating Cetus and approaching the palace entrance.	
Hydropolis Joins the Union	**LB Moderator**
Reach Chapter 6-1.	
Is the Law Really Changing?	**Speio**
Reach Chapter 6-1.	
My Inspiration	**BoatLover111**
Reach Chapter 6-1.	
Ones to Watch: Proteus	**LB Moderator**
Reach Chapter 6-1.	
Dating Disasters: Lycorias	**Diary of a Dating Disaster**
Reach Chapter 6-1.	
Going Up in the World	**Proteus**
Chapter 6-1, speak with Leander after building the Ship-Shape Shipyard.	
A Boat That Flippin' Jumps!	**Ketch**
Chapter 6-1, speak with Leander after building the Ship-Shape Shipyard.	
Treasure Time: Part Three	**Heiden Goseeker**
Chapter 6-1, speak with Leander after building the Ship-Shape Shipyard.	
How Much More Can We Take?	**Brodie**
Chapter 6-1, enter Broadleaf.	
The Flora of the Forest of Niall	**The Rottonest Botanist**
Chapter 6-1, enter Broadleaf.	
A Brief Visit to Broadleaf	**The Wandering Wordsmith**
Chapter 6-1, enter Broadleaf.	
A Surprise Guest	**Briana**
Chapter 6-2, approach the landing pad and watch the ensuing cutscenes.	
I Love Robots!	**Tani**
Chapter 6-3, approach the Elevator Droid leading to the factory.	
The World We Have Lost	**Norbert**
Chapter 6-3, approach the Elevator Droid leading to the factory.	
Alone in the Desert	**The World in Pictures**
Chapter 6-3, defeat the BLiterator.	
Where Have the Grimalkin Gone?	**Klaus**
Reaching Chapter 7-1.	
Broadleaf Gets on Board	**LB Moderator**
Reaching Chapter 7-1.	
Upwards and Onwards	**Trey**
Reaching Chapter 7-1.	
A Treatise on Toadstools	**The Rottonest Botanist**
Reaching Chapter 7-1.	
Ones to Watch: Chip	**LB Moderator**
Reaching Chapter 7-1.	
All Aboard the Zippelin!	**Tani**
Reach Chapter 7-2, after remodeling the Zippelin.	
Meet the Tropical Fangfish!	**Mad 4 Monstrz**
Chapter 7-2, drop Zip off at Broadleaf.	
True Love at Last!	**Mermaid in Heaven**
Chapter 7-2, drop Zip off at Broadleaf.	
My Favorite Fish - Part Three	**Fish R the Gr8est!!!**
Reach Chapter 8-1.	
Treasure Time: Part Four	**Heiden Goseeker**
Reach Chapter 8-1.	
The Trip of a Lifetime	**Peleus**
Reach Chapter 8-2, inform Crumbles of the completed Sardine Sandwich delivery.	
A Sighting of a Snagglewolf	**Mad 4 Monstrz**
Chapter 8-2, defeat the Queen of the Dawn.	
The World Beneath the Waves	**The Rottonest Botanist**
Reach Chapter 8-3.	
In Jack Frost's Playground	**The World in Pictures**
Reach Chapter 8-4.	
Now Ding Dong Dell Signs Up!	**LB Moderator**
Reach Chapter 9-1.	
Dating Disasters: Yo Ho-Ho	**Diary of a Dating Disaster**
Reach Chapter 9-1.	
Ones to Watch: Lady Trudy	**LB Moderator**
Reach Chapter 9-1.	
Is the End Nigh?	**LB Moderator**
Reach Chapter 9-1.	

Leafbook Entries	
Entry Name Unlock Requirements	Poster
Kitty-Baiting Has Been Banned! Reach Chapter 9-1.	**Kitty**
Going Back to Ding Dong Dell Reach Chapter 9-1.	**Grimalkin Merchant**
Date With Darkness Incarnate Chapter 9-1, speak to Li Li in Evermore after obtaining the indecipherable tablet.	**Mad 4 Monstrz**
Treasure Time: Part Five Chapter 9-1, speak to Li Li in Evermore after obtaining the indecipherable tablet.	**Heiden Goseeker**
From a Hilltop in the Heartlands Chapter 9-2, speak to Li Li in Evermore after obtaining some Seeing Sand.	**The World in Pictures**
The Cup of Communion Chapter 9-2, defeat the Temper Temple.	**Leander**
A Shot of Our King Chapter 9-3, complete the "Approaching the Ultimate" Skirmish.	**Tani**
What's Next for Our World? Chapter 9-4, defeat Doloran and watch the ensuing cutsceneas.	**LB Moderator**
Ones to Watch: Ya Pi Complete Side Quest 005.	**LB Moderator**
Ones to Watch: Yip-Yip Complete Side Quest 006.	**LB Moderator**
New Shores, New Horizons Complete Side Quest 042.	**Keeley**
A Little Shot I Managed to Take Complete Side Quest 074.	**Price**
andrew Update Complete Side Quest 076.	**Bracken**
Keeping Evermore Crime Free Complete Side Quest 078.	**Drew**
These Sprites Are All Right! Complete Side Quest 079, or Side Quest 104.	**Candy**

Leafbook Entries	
Entry Name Unlock Requirements	Poster
Dating Disasters: Briana Complete Side Quest 089.	**Diary of a Dating Disaster**
A New Home Awaits Complete Side Quest 107.	**The Wandering Wordsmith**
It's Evermore's Lucky Day! Complete Side Quest 123.	**Goddess Worshipper**
Smartstick Confidential Complete Side Quest 125.	**Trey**
Ones to Watch: Sin-Gul Load a completed game save.	**LB Moderator**
Ones to Watch: Dekkah Load a completed game save.	**LB Moderator**
Ones to Watch: Senturi Load a completed game save.	**LB Moderator**
Evermore's Comin' Along! Upgrade your kingdom to level 2.	**Khunbish**
From Strength to Strength Upgrade your kingdom to level 3.	**Li Li**
The New Kid on the block Upgrade your kingdom to level 4.	**Roland**
A Toast to Goodfellows Inn! Upon building the Goodfellows Inn facility in Evermore.	**Batu**
Introducing Evermoria Gardens Upon building the Evermoria Gardens facility in Evermore.	**Leander**
More Tainted Monsters Sighted! Defeat all of the first 50 Tainted Monsters.	**Augurer's Guild of Goldpaw**
A Big Higgledy Hello Unlocked after first encountering Mr. Higglesworth and leaving the Jumblewoods.	**Mr. Higglesworth**

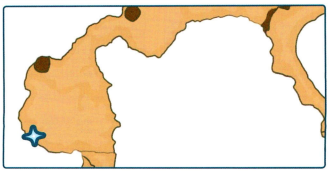
Treasure Time!

Unlike most other Leafbook entries, the Treasure Time ones posted by the adventurous "Heiden Goseeker" challenge you with returning to areas you've previously been to and scouring the environment to find treasures. Each post gives you an image of a location from a specific angle that serves as a hint to where the treasure is located, and what you're looking for at that location is a small blue glint. Since they can be difficult to track down, we will show the exact locations here.

Treasure Time: Part One

Location: Cloudcoil Canyon
Treasure Item: Mage's Ring

The only clue you have to on here is a tree at the edge of a cliff, but that's a common sight in Cloudcoil Canyon. The particular spot you're looking for can be found by travelling south from the Slithersside Trail trip door within Cloudcoil Canyon until you come to the second large open area.





Location: Forest of Niall
Treasure Item: Pendant of Pluck

Treasure Time: Part Two

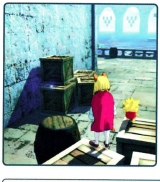


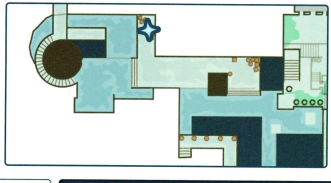


A large rock protruding from the ground near a small tree, with two very large trees framing the picture is all you have to go on this time, so begin your search by heading to the Greening Grove trip door in the Forest of Niall. Keep heading southeast through the forest until you come to a pair of large rocks near a tree, just in front of a large overhanging root. The treasure you're seeking is behind the middle rock.

Location: Hydropolis
Treasure Item: Cryptic Close-Range Ring

Treasure Time: Part Three

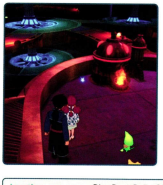


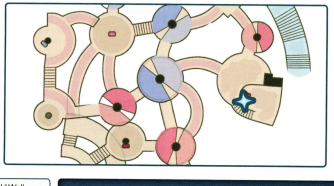


The familiar sun-bleached building walls and smell of fresh sea air coming off the third Treasure Time post can only mean that this item is hidden in the port town of Hydropolis. Start by travelling to the Naütes Harbor trip door, and then follow the nearby path south until you reach the red tower at the end. Turn to the east from there and you'll see the set of boxes you're after near a wall directly ahead, with the treasure sitting on top of them. Simply drop down and run over to claim your prize.

Location: Broadleaf – Dynafloor No. 2
Treasure Item: Initiate's Ring

Treasure Time: Part Four

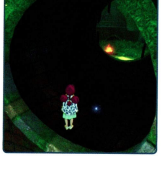


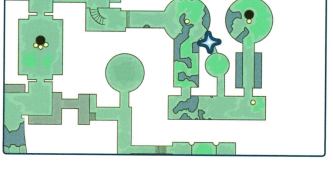


The Emergency Boiler displayed prominently in this hint image clearly points to the Factory Floors of Broadleaf, so use that trip door to begin your search. The boiler you're looking for is on the eastern side of Dynafloor No. 2, so you may need to use the Red and Blue Panels to make a path over to it. Once you reach the area, the item can clearly be seen on the floor beside the boiler.

Location: Ding Dong Dell – Old Well
Treasure Item: High Heal Pendant

Treasure Time: Part Five

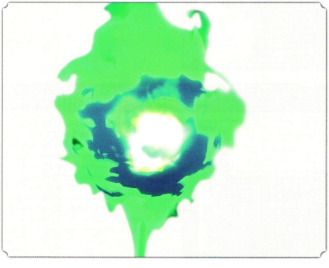




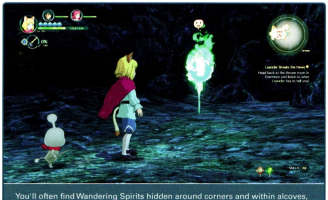
The final treasure hunt takes place deep within the Old Well of Ding Dong Dell, and your primary clue is that the item is somewhere near a large circular room with a brazier in it. Make your way through the Old Well until you reach the circular room in the Midstream Tunnels, just past the waystone. The item you're looking for is actually in the small tunnel at the top of the hint image, so head south out of this room and follow the path around until you can take the next tunnel north. Ride the Prop-Leafed Clover up into the tunnel and claim your last treasure!

Wandering Spirits

Research Required	
Facility	Evermore Spellworks
Research Topic	Specific Spell Development: Spirit Medium



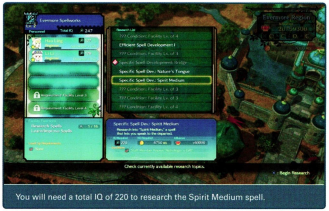
Wandering Spirits are the lingering souls of both the recently and long departed. You can interact and speak with them to gain various insights about the ancient history of the world of Ni no Kuni II, as well as listen to their musings, laments, and comedic anecdotes. They are occasionally found within many of the dungeon-like caves and forests throughout the game, with a few others that inhabit the Lost City. Speaking with Wandering Spirits is an entirely optional activity; though, you'll need to converse with a Spirit named Scully to progress through Side Quest 042 (P.338).



You'll often find Wandering Spirits hidden around corners and within alcoves, so keep your eyes peeled!

Wandering Spirit Locations	
Location	Page
Death's Door	641
Unsung Shrine	627
Shiverwood Shrine	630
Runaway Cave	641
Crooked Cavern	638
Tumbledown Shrine	626
Dampshoe Cave	639
Capaneus's Crypt	636
Bleachbone Shrine	629
Sunshade Shrine	627
Shrine that Time Forgot	625
Ice House	626
Shivery Shrine	629
Lost City	624
Crackskin Cavern	638

You won't be able to understand their spirit-speak without first completing research of the Spirit Medium spell at the Evermore Spellworks. To do this, you will need to upgrade the facility to level 2 (which also requires a level 2 kingdom) to make this research topic available. You must then assign a citizen to the Spellworks with the "Astrologer's Gift" skill, which is required for carrying out this research. Hau Ling is the only citizen that knows this skill, so you will need to complete Side Quest 023 to recruit him (refer to P.328 for information regarding this Side Quest).



You will need a total IQ of 220 to research the Spirit Medium spell.



A couple of rogue wandering spirits appear in the Dreamer's Mazes. Approach them if you dare!

The Music of Ni no Kuni II

Ni no Kuni II features a truly beautiful, exciting, and memorable musical score, but since your travels will take you to many different locations, you won't always have the opportunity to listen to a specific track again. Thankfully, if you take the time to build up your kingdom and explore enough of the world to find the many songbooks hidden within it, then you'll be able to pick and choose individual tunes and listen to them to your heart's content at Evermore's Symphonium!

The Symphonium

The Symphonium is a unique facility that can be built once you've grown the kingdom of Evermore to Lv. 2. Its primary function is to allow you to listen to a selection of the orchestral arrangements from the game's soundtrack, each one linked to a specific songbook that you'll need to acquire first. All music can be played while the Symphonium is still a Lv. 1 facility; the only additional benefits you'll gain from leveling it up are large Influence boosts.

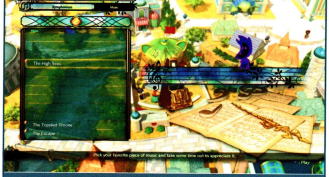
Listening to the game's music requires you to remain in the Symphonium's Music menu, so you can't go about your business while different tracks play in the background; as soon as you exit the Symphonium, the music will stop playing. On top of requiring songbooks to expand your musical selection, you'll also need to find a conductor to run the orchestra, but luckily, such a man exists in Hydropolis. During Chapter 6-1 of the Main Story you'll be able to speak to a man named Nereus and begin Side Quest 048; complete this quest and Nereus will be only too happy to move to Evermore and become your conductor. For more details on this quest, please refer to P.340.

Songbooks

Songbooks are important items necessary to unlock music in the Symphonium, and they can be obtained either from specific treasure chests, or by completing certain Side Quests. There are 31 songbooks in total, and since they're often hidden in out-of-the-way places, you'll need to do a fair bit of exploring to find them all. You can start collecting songbooks well before having built the Symphonium, or having recruited its conductor; once you've done both of these things, however, all that's left is to speak with Nereus to hand over any songbooks you currently have in your inventory. You'll then be able to listen to the music inscribed on their pages and enjoy your own personal concert whenever you visit Evermore's Symphonium!

Songbooks

No.	Song Unlocked	Acquisition	Page
01	**Theme from Ni no Kuni II**	Reward for completing Side Quest 048.	340
02	**Happily Ever After**	Reward for completing Side Quest 161.	392
03	**The Great Outdoors**	Obtained from Blue Chest F02.	598
04	**The High Seas**	Obtained from Red Chest B02.	601
05	**The Boundless Skies**	Obtained from Red Chest A26.	597
06	**Evan's kingdom**	Reward for completing Side Quest 170.	397
07	**City of Hunger**	Reward for completing Side Quest 034.	333
08	**Kingdom by the Sea**	Reward for completing Side Quest 062.	345
09	**City of the Future**	Reward for completing Side Quest 092.	360
10	**In the Kingdom of the Mice**	Reward for completing Side Quest 152.	388
11	**The Toppled Throne**	Reward for completing Side Quest 129.	377
12	**The Escape**	Obtained from Red Chest 80 in the Old Well.	623
13	**Treacherous Valley**	Obtained from Red Chest 22 in Cloudcoil Canyon.	617
14	**Forest of Mysteries**	Obtained from Red Chest 37 in the Forest of Niall.	619
15	**Deep Sea Cave**	Obtained from Red Chest 54 in the Abyss.	620
16	**The Factory Floor**	Obtained from Red Chest 62 on Dynafloor No. 3 of the Factory Floors.	621
17	**The Lost Kingdom**	Reward for completing Side Quest 168.	397
18	**Let Battle Commence**	Obtained from Blue Chest F05.	599
19	**Into the Fray**	Obtained from Red Chest F50.	598
20	**Boss Battle**	Reward for defeating Tainted Monster 27: Skrych as part of Side Quest 075.	351
21	**Kingmaker's Theme**	Reward for defeating Tainted Monster 30: Swellhorn.	534
22	**Fateful Encounter**	Reward for defeating Tainted Monster 48: The Starless Knight as part of Side Quest 161.	552
23	**The Final Showdown**	Reward for defeating Tainted Monster 49: Ziggy.	553
24	**Carefree Days**	Mandatory purchase from Morgan in Capstan-upon-Hull for 5000G as part of Side Quest 106.	365
25	**There Is Hope**	Reward for completing Side Quest 144.	384
26	**Painful Memories**	Reward for completing Side Quest 164.	395
27	**Leavetaking**	Reward for completing Side Quest 060.	344
28	**Dark Rite**	Reward for completing Side Quest 155.	389
29	**The Curious Boy**	Reward for completing Side Quest 066.	347
30	**Here Come the Higgledies!**	Reward for completing Side Quest 087.	357
31	**To Arms!**	Reward for completing Side Quest 022.	327



Speak to Nereus and choose the "Listen to Music" option, then press ⊗ to play a track within your current selection

Retrials of the Realmwreckers!

Their attempts to wreck each of the great kingdoms were thwarted by our group of heroes, but the Realmwreckers have returned through the magic of the cradles. They will battle you once more in the most precious realm of all: your mind!

Unlocking the Retrials

Before you can access these new battles against the crazed Kingmakers, you will have to fulfill a couple of conditions. To start with you'll need to get the Evermore Spellworks to facility level 4, which in turn will require your kingdom to be at least level 3. Once that's been taken care of you'll need to acquire a citizen with the skill "Magic Touch", and the only person with such an ability is Marlene. To convince Marlene to relocate to Evermore you'll need to progress through the Main Story until Chapter 9-1, and then head to Ding Dong Dell before speaking with an injured soldier there to start Side Quest 138 (P381). Complete the Lv. 18 Skirmish within that Side Quest and Marlene will be all yours. All that's left then is to complete the "Retrials" research topic and you'll be able to travel down memory lane to do battle against these fearsome creatures once more.

Retrial Progression

Each Realmwrecker can be accessed through its unique Cradle. Once inside a Cradle all you need do is inspect the stone carving at the back to activate a portal in the middle, and then step into it to be transported to the simulation. Each Realmwrecker will start at Lv. 50 and gain an additional five levels each time it's defeated, all the way up to Lv. 120. After a Retrial reaches Lv. 120 it will stay at that level for each subsequent attempt. Because each of them level up individually, however, you can rotate between them all to try to get better gear, and as you grow more powerful, you can continue that rotation so that they all stay at the same level.

You're also not locked into fighting them in any particular order, so you can start on whichever one you prefer. The fights themselves are the same as the ones you encountered as you progressed through the Main Story, the only differences being that these versions will increasingly hit harder, and gain more health as they level up. Since you now have access to more characters and skills for these fights, however, we have included revised recommendation tables for each Retrial that take them into account.

Cradle of Fire Retrial – Longfang



Recommended Skills				
	Skill 01	Skill 02	Skill 03	Skill 04
Evan	Water Balloon	Water Pistol	Dazzleslash	Floodlight
Roland	Circular Sword	Swathe Cutter	Executive Order	Clarity of Purpose
Tani	Burrowing Bolt	Bird's-Eye Bolt	Windwhirl	Lifeline
Batu	In a Spin	Timber-Shiverer	Stone Slinger	Strongman Stance
Leander	Water Balloon	Water Pistol	Sundown	Mind of the Magos
Bracken	Health Hub	Reflector Drone	Downtime	Infinite Ammo

The Cradle of Fire is located out in the open, southwest of Goldpaw and can be easily accessed via Zippelin. There's also a trip door just outside that you can activate to make subsequent trips here even faster. If you require a refresher on how to fight Longfang, turn to P206 of the Main Story Chapter.

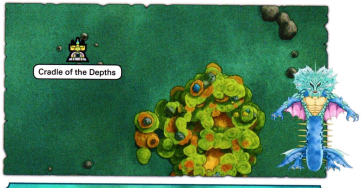
Longfang Retrial Potential Rewards			
Item Name	Lv. Added*	Item Name	Lv. Added
Yeti's Tooth	—	**Shiny Close-Range Ring**	—
Glorious Lance	—	**Shiny Champion's Ring**	—
Full Boar Ax	—	**Sword of State**	65
Radiant Blade	—	**Apocalypse Ax**	65
Steelpounder	—	**Mastodon Bow**	65
Salamander	—	**Uncanny Close-Range Ring**	65
Giant's Tooth	—	**Biometric Boots**	65
Megaton Maul	—	**Rococo Robe**	65
Ritual Bow	—	**Nebula Sword**	80
Shiny Baby Buckler	—	**Teraton Trasher**	80
Burning Ring	—	**Wrecker's Ring**	80
Daredevil's Armor	—	**Geomancer's Shoes**	80
Crystal Robes	—	**Infernal Mail**	80
Cybernetic Boots	—	**Primordial Sword**	100
Strongbox Boots	—	**Meteor Mallet**	100
Gaudy Galoshes	—	**Radiant Champion's Ring**	100
Marauder's Armor	—	**Sainted Sabatons**	100

*Minimum boss level required for drop to occur.

Cradle of the Depths Retrial – Brineskimmer

Brineskimmer Retrial Potential Rewards

Item Name	Lv. Added	Item Name	Lv. Added
Starfall Sword	—	Robes of Wisdom	—
Crimson Halberd	—	Crystal Robes	—
Gemblaze Baton	—	Dolphin Fork	65
Fish Fork	—	Rubyblaze Rod	65
Spiteful Staff	—	Soul Destroyer	65
Blackwing Bow	—	Dripping Ring	65
Prism Spear	—	Biometric Boots	65
Tundra Thumper	—	Phantom Mantle	65
Flutterby Staff	—	Seraph's Staff	80
Shiny Magic Muffler	—	Baleful Baton	80
Higgledy Help Pendant	—	Shiny Mage's Ring	80
Spellpower-Sweller	—	Geomancer's Shoes	80
Charm-Charger	—	Coat of Clarity	80
Cybernetic Boots	—	Longshank	100
Strongbox Boots	—	Astra	100
Gaudy Galoshes	—	Grandmaster's Ring	100
Restoration Robes	—	Sainted Sabatons	100



Recommended Skills

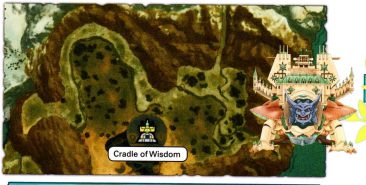
	Skill 01	Skill 02	Skill 03	Skill 04
Evan	Flurry	Fireball	Dazzleslash	Floodlight
Roland	Circular Sword	Heavy Ammo	Executive Order	Clarity of Purpose
Tani	Bird's-Eye Bolt	Spark Shower	Windwhirl	Lifeline
Batu	Cannon Shot	In a Spin	Tooth-Rattler	Ogre's Fingers
Leander	Winged Spear	Spark Spike	Spark Shower	Mind of the Magos
Bracken	Health Hub	Pyre Pillar	Reflector Drone	Infinite Ammo

To reach the Cradle of Depths you'll need to use the 3000 Fathoms Deep trip door within the Abyss, and then ride Puffer Whelk X down to the depths. Once there, the Cradle is just a short run directly ahead of you. The full breakdown of the battle with Brineskimmer can be found on P.238.

Cradle of Wisdom Retrial – Bastion

Bastion Retrial Possible Rewards

Item Name	Lv. Added	Item Name	Lv. Added
Wand of Wisdom	—	Daredevil's Armor	—
Composite Bow	—	Shiny Long-Range Ring	—
Lodestone Laser	—	Gigaton Gavel	65
Redeemer's Sword	—	Moonlight Baton	65
Wizard's Bouquet	—	Unreal Thing	65
Frontier Flintlock	—	Uncanny Long-Range Ring	65
Bloody Brand	—	Biometric Boots	65
Cherub's Scepter	—	Phantom Mantle	65
Direarm	—	Master Blaster	80
Shiny Hearty Pendant	—	Pyramid Beam	80
Shiny Bulwark Brooch	—	Ring of Rancor	80
Bright Ring	—	Geomancer's Shoes	80
Heretic's Robes	—	Infernal Mail	80
Cybernetic Boots	—	Meteor Mallet	100
Strongbox Boots	—	Cad's Cannon	100
Gaudy Galoshes	—	Radiant Bulwark Brooch	100
Marauder's Armor	—	Sainted Sabatons	100



Recommended Skills

	Skill 01	Skill 02	Skill 03	Skill 04
Evan	Water Balloon	Water Pistol	Cut and Thrust	Floodlight
Roland	Swathe Cutter	Heavy Ammo	Executive Order	Clarity of Purpose
Tani	Burrowing Bolt	Bird's-Eye Bolt	Windwhirl	Lifeline
Batu	In a Spin	Timber-Shiverer	Ogre's Fingers	Strongman Stance
Leander	Water Balloon	Water Pistol	Strix's Sigil	Mind of the Magos
Bracken	Health Hub	Buzz Off	Kickstarter	Infinite Ammo

The Cradle of Wisdom requires no additional effort to reach, because the trip door at the top of Broadleaf was automatically unlocked when you reached that point in the Main Story. Is Bastion's cloaking technology obscuring your memory of this fight? If so, turn to P.254 for a detailed battle analysis!

Cradle of Creation Retrial – Oakenhart



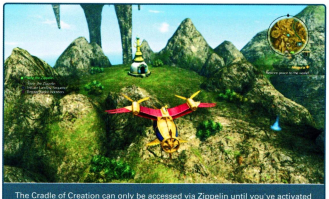
Recommended Skills

	Skill 01	Skill 02	Skill 03	Skill 04
Evan	Fireball	Pyre Pillar	Dazzleslash	Floodlight
Roland	Flatliner	Swathe Cutter	Executive Order	Clarity of Purpose
Tani	Burrowing Bolt	Bird's-Eye Bolt	Hail of Arrows	Lifeline
Batu	Cannonade	Tooth-Rattler	Timber-Shiverer	Strongman Stance
Leander	Sundown	Evenstar	Titan's Javelin	Mind of the Magos
Bracken	Health Hub	Fireball	Pyre Pillar	Infinite Ammo

Similar to the Cradle of Fire, the Cradle of Creation can only be accessed via Zippelin, and to reach it you'll need to fly up to a plateau northwest of Ding Dong Dell. Also, as with the Cradle of Fire, you'll find a handy trip door just outside that you can activate, and if you want to brush up on the fight before entering, turn to P.280.

Oakenhart Retrial Potential Rewards

Item Name	Lv. Added	Item Name	Lv. Added
Ax of Champions	—	Statesman's Spear	—
Breezy Ring	—	Strongbox Boots	—
Cryptic Long-Range Ring	—	Sword of Sorrow	65
Cybernetic Boots	—	Whirlwind Spear	65
Dragon Lance	—	Shadowshot Bow	65
Gaudy Galoshes	—	Spellpower-Sweller	65
Godbeast Bow	—	Biometric Boots	65
Heretic's Robes	—	Rococo Robe	65
Higgledy Heal Pendant	—	Soulbreaker	80
Initiate's Ring	—	Sacrificial Bow	80
Maelstrominator	—	Slippery Pendant	80
Mammoth Bow	—	Geomancer's Shoes	80
Nymph's Bow	—	Coat of Clarity	80
Plunderbuss	—	Longshank	100
Restoration Robes	—	Brightwing Bow	100
Robes of Wisdom	—	Executioner's Ring	100
Soulshaker	—	Sainted Sabatons	100



The Cradle of Creation can only be accessed via Zippelin until you've activated the nearby trip door!



Remember to use Mausinger's shield when Okenhart begins charging up!



Trophy Guide

Obtaining the "One True King" platinum trophy will require you to complete the vast majority of optional content in the game, along with a variety of other feats. Unlocking this much sought-after trophy is a grand undertaking, but this detailed trophy guide aims to help you unlock each of the 50 trophies needed to achieve this goal as quickly and easily as possible!

Progression Trophies

Progression Trophies are the easiest ones to unlock, and need no further explanation. The first nine are automatically unlocked as you play through each chapter of the Main Story, and the remaining ones are also impossible to avoid unlocking during a normal playthrough.

Progression Trophies

Name	Type	Description
King in Exile	Gold	Awarded for finishing Chapter 1.
King Reborn	Gold	Awarded for finishing Chapter 2.
Kingdom Creator	Gold	Awarded for finishing Chapter 3.
A Destiny Discovered	Gold	Awarded for finishing Chapter 4.
A Matter of Time	Gold	Awarded for finishing Chapter 5.
The Price of Progress	Gold	Awarded for finishing Chapter 6.
The Mark of Kings	Gold	Awarded for finishing Chapter 7.
Peace Breaks Out	Gold	Awarded for finishing Chapter 8.
Onward to Unity	Gold	Awarded for finishing Chapter 9.
To Arms!	Gold	Awarded for winning your first Skirmish.
A Bit on the Side	Gold	Awarded for completing your first Side Quest.
Ocean-Going King	Gold	Awarded for making your first sea voyage.
King of the Skies	Gold	Awarded for making your first trip in the Zippelin.

Completion Trophies

Unlocking the following trophies will require you to explore every part of the game thoroughly, as well as seek out and complete the majority of Side Quests and Errands!

Exploration Trophies

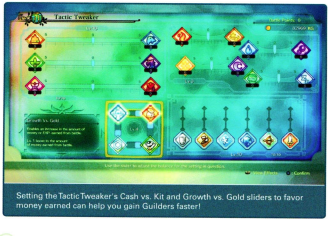
Name	Type	Description
One True King	Platinum	Awarded for achieving 100% completion.
Royal Mint	Gold	Awarded for amassing 500,000 guilders.
Lord Treasurer	Gold	Awarded for opening 100 treasure chests.
Royal Treasurer	Gold	Awarded for opening 200 treasure chests.
Tripple Threat	Gold	Awarded for having 50 trip doors remember you.
Make Your Best Offer	Gold	Awarded for giving the right gift to a Higgledy Stone.
No Stone Unturned	Gold	Awarded for satisfying every single Higgledy Stone.
Side-Tracked	Gold	Awarded for completing 50 Side Quests.
Beside Yourself	Gold	Awarded for completing 100 Side Quests.
No Downside	Silver	Awarded for completing 150 Side Quests.
Errand Boy	Gold	Awarded for completing your first Errand.
All About the Errands	Gold	Awarded for completing 50 Errands.
Knight Errand	Gold	Awarded for completing 100 Errands.
Higgledy Gaggle!	Gold	Awarded for getting a set of matching Higgledies!
Music Buff	Gold	Awarded for acquiring 30 songbooks.

Royal Mint

If you think 500000 Guilders is a lot of money, well, you're not wrong! This is a long-term objective that becomes easier as you unlock more ways to earn Guilders. The various paths to earn a pretty penny include:

- Defeating Tainted Monsters.
- Completing Side Quests.
- Researching the Smash and Grab & Extreme Smash and Grab topics at the Explorer's Guild and Expert Explorer's Guild facilities.
- Researching the Money Magnetism and Extreme Money Magnetism topics at the Hubble-Bubblery and Hyper Hubble-Bubblery.
- Setting the Growth Vs. Gold and Cash Vs. Kit sliders in the Spoils section of the Tactic Tweaker to focus on money.
- Selling off equipment and materials.

Taking down the Tainted Monsters and finishing Side Quests generally offers the largest pay-outs; completing all of these tasks will net you a sum of 760k Guilders in total—more than enough to unlock this trophy! The other entries on this list are complimentary options, but they'll help speed things up and contribute over the long haul. You'll naturally unlock this trophy as you make progress toward obtaining some of the others, so there's no need to grind standard monsters for Guilders or anything of the sort!



Setting the Tactic Tweaker's Cash vs. Kit and Growth vs. Gold sliders to favor money earned can help you gain Guilders faster!

Lord & Royal Treasurer

Although finding 100 and 200 treasure chests may appear intimidating, it's actually more lenient than you might first assume. The number listed for "Royal Treasure" is in fact not the exact number of chests scattered across the world of Ni no Kuni II, so you won't have to track down every last one. There are no fast shortcuts that can be used to unlock these Trophies; we recommend paying close attention to our maps in the World of Ni no Kuni II section, starting on P596. With these beside you, you can maintain a steady pace toward these goals while avoiding too much backtracking.

Tripple Threat

Much like the preceding Trophies, "Tripple Threat" is a long-term goal, since you'll need to activate a total of 50 trip doors before it unlocks! Most are located on the field map or within the game's numerous cities and dungeons, but there are also a few hidden away in smaller, optional areas. The table on the next page highlights the location of each trip door, along with a page reference leading you to their respective positions on the appropriate maps.

Make Your Best Offer & No Stone Unturned

Satisfying the requirements for unlocking both Higgledy Stone related trophies is a two-step process; you first have to find each of the 30 Higgledy Stones, before befriending the unique Higgledy Hero that inhabits every one of them by offering the specific material it craves. The location of every Higgledy Stone is listed on P.33, along with the offering required for all of them. The "Make your Best Offer" trophy can be acquired as fast as possible by seeking out Filigree the Flighty's stone in Cloudcoil Canyon during Chapter 2-2—it's next to the Slitherslide Trail trip door.

Side-Tracked, Beside Yourself, & No Downside

Although seemingly straight-forward, meeting the requirements for these trophies can take quite a while, especially for "No Downside." Many Side Quests only emerge after meeting certain conditions, so check out the Side Quests & Errands chapter, starting on P.312, for everything you need to know about these. The Swift Solutions Taskmaster will be essential in unlocking this Trophy, so gather as many different items as you can and keep checking in with him.

Some Side Quests are a lot longer or more complicated than others, so here's a short list of the ones that will impede your progress the most: 002, 038, 042, 095, 107, 117, 123, 130, 137, 140, 160 - 161, and 171 - 175. If you only care about the Trophy, then avoiding some of these will make things easier.

Errand Boy, All About the Errands, & Knight Errand

Many Errands from the Taskmaster (see P.400 for a full list) will require you to hand over some items or materials, and these are the ones you should be on the lookout for, since they can basically be completed instantly if you happen to have the necessary items. Monster-killing Errands can be manageable too, but they'll involve a lot more back-and-forth, which adds to the time you'll need to invest.

Trip Door Locations — Tripple Threat

Name	World Map Location	Towns & Dungeons	Page
In the Hollow Trip Door	Upheer Plain	Hideaway Hollow	597
Auntie Martha's Cottage Trip Door	Upheer Plain	—	597
Sidewinder Gorge Trip Door	Cloudcoil Canyon	Sidewinder Gorge	617
Rolling Hills Trip Door	Rolling Hills	—	597
Bellywriggle Bluff Trip Door	Cloudcoil Canyon	Sidewinder Gorge	617
Slitherslide Trail Trip Door	Cloudcoil Canyon	Sidewinder Gorge	617
Sky Pirates' Base Trip Door	Sky Pirates' Base	Sky Pirates' Base	610
Snaketooth Ridge Trip Door	Snaketooth Ridge	—	598
Rubbly Ruins Trip Door	Rubbly Ruins	—	599
Evermore Castle Trip Door	Heartlands	Evermore	599
Wiggly Way Trip Door	Wiggly Way	—	600
Greenling Grove Trip Door	Forest of Niall	Greenling Grove	619
Sunnypatch Pond Trip Door	Forest of Niall	Sunnypatch Pond	619
Calmlands Trip Door	Calmlands	—	600
Great Gate Trip Door	Goldpaw	Great Gate	611
Dreaming Camomile Inn Trip Door	Goldpaw	Dreaming Camomile Inn	611
Lucky Stars Casino Trip Door	Goldpaw	Lucky Stars Casino	611
Fortune Square Trip Door	Goldpaw	Fortune Square	611
Auld Woods Trip Door	Forest of Niall	Auld Woods	619
Shipshire Cape Trip Door	Shipshire	—	601
Capstan-upon-Hull Trip Door	Capstan-upon-Hull	Town Entrance	610
Tidewash Cave Trip Door	Eider Downs	—	601
Hard Woods Trip Door	Forest of Niall	Hard Woods	618
Cradle of Fire Trip Door	Eider Downs	—	600
Makronos Trip Door	Makronos	—	602
Ankura Harbor Trip Door	Hydropolis	Ankura Harbor	612
Nautes Harbor Trip Door	Hydropolis	Nautes Harbor	612
Siren's Rest Trip Door	Hydropolis	Siren's Rest	612
Kardia Square Trip Door	Hydropolis	Kardia Square	612
Leucippes' Labyrinth Trip Door	Leucippes' Labyrinth	—	602
50 Fathoms Deep Trip Door	Abyss	50 Fathoms Deep	620
1500 Fathoms Deep Trip Door	Abyss	1500 Fathoms Deep	620
3000 Fathoms Deep Trip Door	Abyss	3000 Fathoms Deep	620
Cradle of Creation Trip Door	Memoria Moor	—	597
Higgledy Playground Trip Door	Heartlands	Jumblewoods	633
Cradle of Light Trip Door	Cwsg-y-Ddraig	—	598
Junkyard Mire Trip Door	Junkyard Mire	—	604
Broadleaf Trip Door	Broadleaf	Entrance	613
Dome Park Trip Door	Broadleaf	Dome Park	613
Dynafloor No. 1 Trip Door	Broadleaf	Factory Floors	613
Testing Floor Trip Door	Broadleaf	Factory Floors	613
Cradle of Wisdom Trip Door	Broadleaf	Cradle of Wisdom	613
Drylands Trip Door	Drylands	—	603
Blowtorch Cave Trip Door	Drylands	—	603
Cat's Cradle Trip Door	Ding Dong Dell	Cat's Cradle	614
Ding Dong Dell Castle Trip Door	Ding Dong Dell	Ding Dong Dell Castle	614
Old Well Trip Door	Ding Dong Dell	Old Well	623
Slums Trip Door	Ding Dong Dell	Slums	614
Jack Frost's Playground Trip Door	Jack Frost's Playground	—	605
Shivery Shrine Trip Door	Jack Frost's Playground	—	605
Coldera Trip Door	Jack Frost's Playground	—	605
Nazcaän Coast Trip Door	Nazcäa	—	606
Bowels of the Beast Trip Door	Nazcäa	Belly of the Beast	624
Lost City Trip Door	Nazcäa	Belly of the Beast	624
Allegoria Castle Trip Door	Nazcäa	Belly of the Beast	—
Farflung Cape Trip Door	Farflung Cape	—	598
Forest Depths Trip Door	Faraway Isle	Faraway Forest	604

"Errand Boy" can be unlocked almost immediately after the Taskmaster's arrival in Goldpaw during Chapter 4-4; an Errand titled "A Request for the Pressed" will be present in his list and will require 10 pots of Soreaway, which can be purchased from the nearby Lucky Lotus Emporium vendor. For "All About the Errands" and "Knight Errand" you'll need to build and carefully manage facilities in Evermore (see P.156 for an in-depth look at this) to help gather all the items and materials you'll need. With enough facilities, you'll simply have new items coming in all the time, so you just need to keep track of what's needed for each Errand. We strongly recommend researching the "Store More Stuff" topics from either Explorer's Guild as soon as possible; these allow more materials to be stored within your kingdom, meaning less trips to the Taskmaster.

You don't need to complete 50 or 100 unique Errands to unlock the "All About the Errands" and "Knight Errand" trophies; simply finishing the required amount of Errands in total will get the job done—even if some of them are repeated. A new Errand is added to the Taskmaster's list approximately every 10 minutes, so check back often and pick the easiest ones to complete!

Higgledy Gaggle!

To unlock this trophy you'll need to assign a team of four compatible Higgledies to your roster. The tricky part is figuring out which of these pint-sized sprites synergize with each other, since a Gaggle can only be created by putting four suitable Higgledies together. Successfully matching four Higgledies together will create a Gaggle. Our Higgledy section (P.31) includes a list of all Higgledy Gaggles, but the following Higgledies can be obtained fairly early and easily, and can be used to form the Spike Tykes Gaggle:

- Scroobious the Rash (First Higgledy Cookbook)
- Hurdy the Handy (Second Higgledy Cookbook)
- Skiff the Skewiff (Second Higgledy Cookbook)
- Ubgub the Enlightened (Second Higgledy Cookbook)

Music Buff

Songbooks are collectibles that allow you to listen to music from Ni no Kuni II's soundtrack once you've constructed the Symphonium facility and recruited Nereus as a conductor. All 31 of them are waiting to be found; some are concealed within chests, while others are acquired as rewards for completing Side Quests. All are detailed in our designated section for Songbooks, starting on P.667.

Combat Trophies

As the name implies, the following selection of trophies revolves around combat—demanding both mastery of Ni no Kuni II's action-packed battle system, and completion of the 50 unique army-on-army Skirmishes included in the game. To arms!

Combat Trophies

Name	Type	Description
Soldier King	Bronze	Awarded for defeating 1,000 enemies.
Warrior King	Bronze	Awarded for defeating 2,000 enemies.
Toppler of the Tainted	Bronze	Awarded for defeating your first Tainted Monster.
Scourge of the Tainted	Bronze	Awarded for defeating 50 tainted monsters.
Ball Boy	Bronze	Awarded for collecting a total of 2,000 balls.
Wakey Wakey	Bronze	Awarded for being awakened by a golden ball.
Wide Awake	Bronze	Awarded for being awakened 100 times.
God of War	Bronze	Awarded for overcoming 50 Skirmish challenges.
Dream a Little Dream	Bronze	Awarded for entering your first Dreamer's Door.
Bad Dream	Bronze	Awarded for hitting Danger Lv. 5 in a Dreamer's Maze.
Dream Big	Bronze	Awarded for surviving 10 Dreamer's Doors.

Soldier King & Warrior King

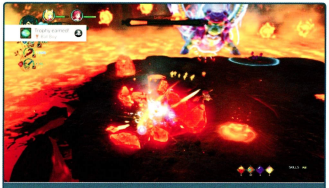
Defeating 1000 enemies is nothing to scoff at, let alone 2000. You'll need to engage as many enemies as you can throughout the Main Story, since that will level your characters up while pushing toward these goals. There are two ways to speed up your progress on these Trophies: you could repeatedly eliminate weaker enemies in previously-visited areas; the Heartlands and the Calmlands are ideal locations for this. The other method is to find the Dreamer's Doors and enter the Dreamer's Mazes. There, you'll fight oodles of enemies while gathering rare materials and progressing toward Trophies related to these areas. Plus, Side Quest 002 (see P.318) requires you to clear all Dreamer's Mazes: two birds with one stone, as they say!

Toppler of the Tainted & Scourge of the Tainted

"Toppler of the Tainted" can be unlocked as early as Chapter 3-2, by defeating Googah, the first Tainted Monster you'll be introduced to on your way to the Forest of Niall. You'll need well-planned strategies if you hope to take down each Tainted Monster, so consult P.500 for all the info you need. It's worth noting that defeating the extremely challenging final 10 Tainted Monsters isn't required for this trophy, so only tackle these deadly adversaries if you're seeking an additional challenge beyond trophy hunting!

Ball Boy

The "Ball Boy" Trophy does not discriminate between blue balls, green balls, higgledy balls, or even golden balls; all will count equally toward this Trophy. While you can round up this many balls without any extra assistance, it would take a rather long time so we recommend completing all of the ball related research topics at both Hubble-Bubbleries and the Kingmaker's Cathedral. With all of those topics completed, enemies will start raining every kind of ball down upon you when you defeat them.



The retrial against Longfang lets you quickly collect a large number of Higgledy Balls by destroying the red-hot rocks he summons!

Wakey Wakey & Wide Awake

Whether or not Lofty's golden balls will materialize is somewhat tied to luck. Every 240 seconds in regular battle the miniature Kingmaker will contemplate throwing a golden ball your way, and if he decides against it, you'll need to wait another 240 seconds for one more chance. You can increase your odds by researching both of the Kingmaker's Bounty topics at the Kingmaker's Cathedral facility, and that should be considered a necessity if you're going for the Wide Awake Trophy. Lastly, make sure to always listen out for what Lofty says during battle, because he'll always make an announcement when he throws a golden ball, and you don't want to miss one!

God of War

A straight-forward Trophy; "God of War" covers each of the 50 Skirmish Battles in Ni no Kuni II. Make sure to complete any visible Skirmish Battle during your travels, assuming you've garnered enough Commanders or sufficiently leveled up your army. For help with Skirmish Battles and a complete listing of all 50, check out P.427.



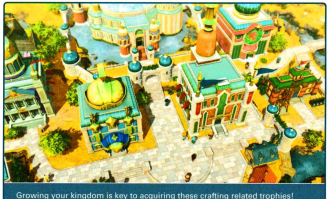
You'll need to achieve victory in all 50 unique Skirmishes to earn this trophy, so complete those you're suitably prepared for as you first encounter them on the field!

Dream a Little Dream, Bad Dream, & Dream Big

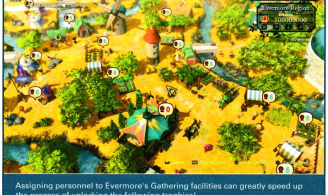
Exploring the Dreamer's Mazes can be a grueling ordeal, but merely setting foot in one of these labyrinthine dungeons will suffice for the first of these Trophies. Chapter 4-1 marks the ideal moment to briefly wander into a Dreamer's Maze. At the behest of Auntie Martha, you're to venture into the Grotty Grotto. Halfway through however, you'll meet a mysterious individual who goes by the name of Mileniyah, and receive a Dreamer's Key that allows you to unlock any Dreamer's Doors you may find, including the one at the opposite end of the cave.

Open the Dreamer's Door with the Dreamer's Key and simply bide your time until the Dreamer's Maze's Danger Level has passively risen to level 5 and you will unlock the "Bad Dream" Trophy without ever having to get into a fight. Once you've accomplished your goal, exit the Maze by interacting with another Dreamer's Door. For "Dream Big" it's important to remember the distinction between Dreamer's Doors and Dreamer's Mazes, and this Trophy calls for you to survive trips through 10 doors. This means that you cannot simply complete the same maze 10 times, and instead you'll need to venture into the mazes behind every single door. See P.642 for help with the Dreamer's Mazes.

Crafting Trophies



Growing your kingdom is key to acquiring these crafting related trophies!



Assigning personnel to Evermore's Gathering facilities can greatly speed up the process of unlocking the following trophies!

Crafting is an integral facet of progression, and will help you in acquiring many seemingly unrelated Trophies. This means that working towards these Trophies will also help you to unlock many of the others.

Crafting Trophies

Name	Type	Description
Cooking Up a Treat		Awarded for cooking your first dish.
Cooking Up a Storm		Awarded for cooking 50 dishes.
Weapon Whizz		Awarded for creating 50 different types of weapon.
Armor Ace		Awarded for creating 50 different types of armor.
Master of Magic		Awarded for upgrading your spells 50 times.
Higgledy Hotshot		Awarded for cooking up 50 different Higgledies.

Cooking Up a Treat & Cooking Up a Storm

Cookbook Details		
Name	Acquisition	Page
Fabulous Fairy-Tale Fare	Side Quest 009	322
The Gambling Gourmand	Side Quest 029	330
A Seafood Oddyssey	Side Quest 058	343
Brain Fuel: How to Eat Smart	Side Quest 088	358
How the Ancients Ate	Side Quest 160	391

"Cooking up a Treat" can be acquired as early as Chapter 4-1, once you begin to manage Evermore. Floyd (a trainee chef) will take up residence within your kingdom at that point, and will eventually be able to cook dozens of different dishes. Start by building Tasty's Cookshop, assigning Floyd to this facility, and whipping up a loaf of Freshly Baked Bread: the only recipe available at this point.

Acquiring the "Cooking up a Storm" trophy won't be so easy, however. The only way to receive new recipes is via Cookbooks, and you're only allowed to cook their contents after Floyd has reached a high enough Cookery level. Floyd's level is raised (up to a maximum of 10) each time a meal has been cooked up for the very first time, so this will take some time. Check the pages listed here for the Side Quests & Taskmaster chapter to make sure you don't miss any cookbooks.

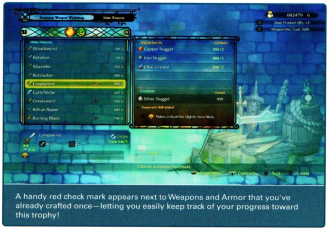


Bring Floyd all five Cookbooks and have him cook every recipe to unlock the "Cooking Up a Storm" trophy!

Weapon Whizz & Armor Ace

While it's far from necessary to research every weapon- or armor-related topic from the Evermore Weapon Workshop and Evermore Outfitters, doing so gives you access to a wider selection of gear to craft, and makes you less reliant on specific materials. Secondly: in doing so, you'll be simultaneously advancing Side Quests 038 and 140 (P.336), the latter of which becomes available once you reach Chapter 9-1.

To reach the minimum number of 50 different weapons needed for "Weapon Whizz", you only need to research Melee and Ranged Weapon Development up to Lv.2 and Lv.3, respectively. "Armor Ace" by contrast, will be a lengthier process, since you need to unlock up to level 4 for both the Armor and Accessory Development to hit its Trophy mark. Only two of these topics require a specific citizen to complete, but one can be recruited relatively early (see Side Quest 006 on P.320) and the other will be granted to you come Chapter 7-1.



A handy red check mark appears next to Weapons and Armor that you've already crafted once—letting you easily keep track of your progress toward this trophy!

Master of Magic

To unlock "Master of Magic" you need to fund the development of the Evermore Spellworks. While you can begin this objective as soon as Chapter 4-1, it'll be more practical to wait until Chapter 6-1. By then, nearly all characters will have joined your party, opening up a larger pool of spells to upgrade. Research topics from the Evermore Spellworks will be more affordable to you, as will leveling up the facility itself, since by this point in the game you may have reached kingdom level 2. This means that you'll have the opportunity to improve your kingdom's Coffers to gather more funds, and will have purchased multiple facilities for gathering the materials you'll need.

By Chapter 6-1 you'll have access to eight different spells shared across five characters. Upgrading all of these starting spells five times each can get you closer to the 50 mark, and researching both "Lv.1 and Lv.2 spell Development" topics will open up enough new spells to easily allow you to get the upgrades you're missing.



Focus on upgrading the weakest spells first, since the materials required to do so are easier to obtain!

Higgledy Hotshot

This Trophy provides another multi-faceted, long-term goal; you'll need to upgrade Evermore, invest in several research topics from the Higglery facility, acquire a number of Gathering facilities, and make progress in the Main Story to open up more options for your kingdom. Quite the handful!

Cooking up 50 Higgledies (see P.133 in our Kingdom of Evermore chapter) will require virtually all of the Higglery's Cookbooks to be researched, and one of those is only unlocked after you clear the Main Story; there are no quick shortcuts to success here. Managing your kingdom and your Gathering facilities will be pivotal throughout this, and entering the final Dreamer's Maze for some of the rarest materials may be required.



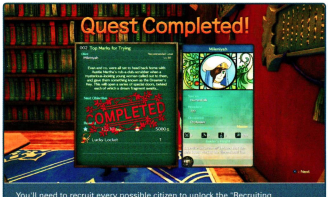
Delving into the final Dreamer's Maze is necessary if you wish to obtain some of the materials required to cook up the strongest batch of Higgledies!

Kingdom Trophies

Finally, we have Trophies centered around the kingdom of Evermore, which you'll have access to starting from Chapter 4-1. No true shortcuts exist for these Trophies; just don't postpone Evermore's management in favor of other activities.

Kingdom Trophies

Name	Type	Description
Raw Recruiter	Bronze	Awarded for recruiting your first new subject.
Recruiting Sergeant	Bronze	Awarded for recruiting 50 new subjects.
Recruiting Consultant	Silver	Awarded for recruiting 100 new subjects.
Master Builder	Bronze	Awarded for building 20 facilities in Evermore.
King of the Castle	Bronze	Awarded for upgrading Evermore Castle to level 4.
Superpower	Silver	Awarded for increase your influence to 70,000,000.



You'll need to recruit every possible citizen to unlock the "Recruiting Consultant" trophy—including a few that only become available once you've completed the main story!

Raw Recruiter, Recruiting Sergeant, & Recruiting Consultant

"Raw Recruiter" is tied to an event that's impossible to miss: your rendez-vous with Auntie Martha (leading to Side Quest 001) during Chapter 4-1. For the other two recruitment Trophies, you'll need to dedicate yourself to completing Side Quests and scouting new citizens from the Taskmaster every chance you get. For more detailed information on this topic, read the explanations at the beginning of the Side Quests & Errands chapter on P.314.

Master Builder & King of the Castle

Given that only 16 facilities can be built when your kingdom is at level 1, upgrading it to level 2 is a must for "Master Builder." Consult our kingdom progression section on P.156for a specific build order that will also suit the Errands-related Trophies. Gathering facilities should be prioritized, as they're the cheapest and most plentiful buildings you can buy per newly-attained kingdom level.

"King of the Castle" goes hand-in-hand with "Recruiting Consultant"; Kingdom level 4 requires all 64 facilities to be assembled, and you'll need 100 citizens as well. While we advise incrementally working toward kingdom level 4, be aware it only becomes possible after you've cleared the Main Story!

Superpower

Accruing 70 million Influence is a tall order; Influence comes organically by merely developing your kingdom, so don't worry about amassing this amount as quickly as possible. Facilities such as Aranella Square, Goodfellows Inn. and Evermoria Gardens provide plenty of Influence (at a relatively steep price), but even after leveling all of these up, 70 million will only be within your grasp at kingdom level 3. Starting from kingdom level 3, most facilities, facility upgrades, and research topics can supply you with hundreds of thousands of Influence per upgrade. While they cost a lot, these purchases are offset by the availability of better kingdom Coffers, which will rapidly increase your incoming wealth.

Index

Want to learn more about a particular Ni no Kuni II-related topic? Chances are you can look it up right here, in this handy, alphabetically-organized list. Each entry will lead you to the most relevant part of the book for the topic you want to read about.

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...and in loving memory of Edward Alden Strauss.

Ni no Kuni™ II
Revenant Kingdom

COLLECTOR'S EDITION GUIDE



Ni no Kuni II follows Evan on his quest to build a kingdom and become the King he was destined to be. Building alliances and expanding a kingdom is no simple matter, though—Evan and his group must manage a sprawling network of favors and rewards and battle a great many foes as their adventure unfolds. This book makes keeping track of everything as simple as can be. With this book by your side you'll experience all the game has to offer and be guaranteed to have a prosperous kingdom!



Quest Guide

Let us guide you through Evan's adventure with a beautiful, in-depth walkthrough full of exclusive artwork and illustrated maps. Every Side Quest, Errand and Skirmish are also fully covered to ensure that you don't miss a thing.



Bestiary

Discover everything about the many exotic foes that Evan and company encounter on their travels. From the smallest goo to the greatest dragon, you'll find their statistics, strengths and weaknesses as well as strategies that let you deal with them easily.



Kingdom Building

Building your kingdom is a huge part of this adventure—the size and influence of your kingdom affects almost everything you do in Ni no Kuni II. You'll want your stores to be full and your coffers to be overflowing, and this book will provide the most efficient ways to keep expanding at full pace.



100% Completion

If you want to see and collect everything in Ni no Kuni II then you'll find this guide invaluable. There are many lists to fill, Higgledies to rally, Tainted Monsters to beat and Citizens to recruit, and we have them all covered and organized.

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